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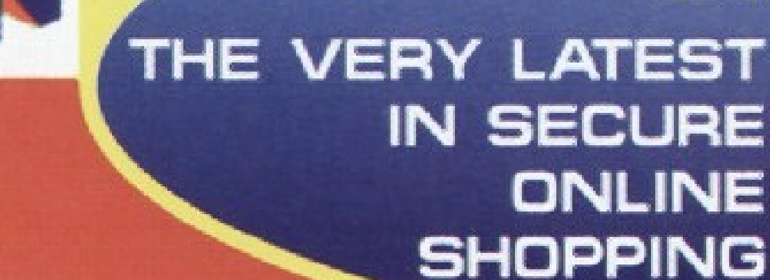
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PRICES COMING DOWN ALL THE TIME



Watch out! Here comes another stonking issue of Total Game Boy Color, packed to bursting with everything you could ever want for your loveable handheld console. There are some mind boggling games around these days – who'd have thought that the Game Boy would still be so popular all these years after it was first launched!

One game that really stands out from the crowd this issue is the excellent *Tarzan* from Disney Interactive and Activision. It's got the lot: great characters, groovy levels, fab music and it's compatible with the Game Boy Printer too – you can print out special Tarzan stickers to impress your friends with!

Also in this action packed issue we've got the scariest feature of them all. *Resident Evil* is coming to your Game Boy Color very soon, so with Halloween just around the corner we thought it was perfect timing for a brown trouser feature! Close your eyes tight and head on over to page 16 for this!

If it's hard-core gaming you're looking for then we've got reviews and previews coming out of our ears! You can bet our reviews are the most unbiased around too – we get two people to review the big games, so you can get a balanced view.

I certainly hope you like this issue, drop me a line and let me know.

Nick Roberts



The Bits 'n' Bobs Explained!

Total Game Boy Color has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

ninfo!

How much?	£19.99
From who?	Midway
Whenz it out?	Out now!
Kind of Game?	Puzzle

Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this great game, make sure you don't get too engrossed as your mum might call you in for your tea, and you won't hear her – then your belly will start to rumble!

To get you started on the game we've got a quick tip straight from the fingertips of our world renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.

2nd Opinion!

What a beauty!

Chooooor! In summary what you've got is a superb shoot-'em-up with a few small niggles which prevent it from being a 90% title. It should still keep fans of the genre going for quite some time though. The great thing is, I can type absolutely anything I like into this box, because it's only an example of what a 2nd opinion looks like. If you can read this, then you must be bored! Write in and inform me that these tiny boxes are readable, then I'll be very careful what I write into them in the future! Ta-ra!

Tick

Total Game Boy Test your Strength!

Graphics! Rolf Harris on a high! ★★★★☆

Sound! Sounds likes a coughing fox. ★★★★☆

Playability! You'll play it 'til your batteries die! ★★★★☆

Lastability! Forever – what a great game! ★★★★☆

Overall! 99%

You just have to have this game!

This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a HUM DINGER award of excellence!

The Greatest Game

Tarzan

He's the king of the swinger zoo, and now he's coming to Game Boy too! We check out the amazing game that is *Tarzan*! Our stonking feature can be found over on page 10 and the review on page 14!

Page 10 and 14



reviews

Every new Game Boy game reviewed especially for you!

WIN! WIN! WIN!

Bag yourself one of these ultra cool Pokémon watches by entering our exclusive competition over on page 9!

PAGE 9

Previews

the sneaky peek at future games around the corner!

Loads of new games for your Game Boy!

PAGE 36

RESIDENT EVIL

PAGE 16

With Halloween just around the corner we thought we would scare everyone silly with a look at this gruesome Game Boy Color masterpiece!

3 PULL OUT POSTERS INSIDE!

Your bedroom wall will look the best ever with these exclusive pull-out posters!

PAGE 25

GET IN TOUCH!

If you want to write to us here at Total Game Boy Color, here's the address...

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The Snoop!

Game Boy gossip at its best!

Total Game Boy Color Charts!

1	Game Boy Gallery	Nintendo
2	Star Wars	Nintendo
3	Mario and Yoshi	Nintendo
4	Tetris	Nintendo
5	Wave Race	Nintendo
6	Zelda – Link's Awakening	Nintendo
7	Tennis	Nintendo
8	Donkey Kong Land 3	Nintendo
9	Warioland 2	Nintendo
10	Super Mario Land 3	Nintendo

Get in the Club!

Great news for Game Boy Color fans! THQ, that maker of some of the best Game Boy games around, has got together with LMP, the peripheral people, and the company that owns Total Game Boy Color, Paragon Publishing, to bring you the G-Club! It's a club, and it's especially for all Game Boy Color owners aged 6-14! Oh, and it stars two characters: Snooty and Greebo – a green blob and blue freak!

You can join the club by filling in the form in the box with any THQ's games, on the ad for the club (look around in this issue), or on the official G-Club website at www.gclub.net. It's free to join and you get all kinds of cool stuff including the latest G-Club journal, a credit card sized membership card, Game Boy Color carry case, 'Parents Out!' door hanger and sticker sheet! Flippin' heck – not bad for nothing! All this sounds like a good deal to us!

Nintendo Dolphin delayed until 2001?

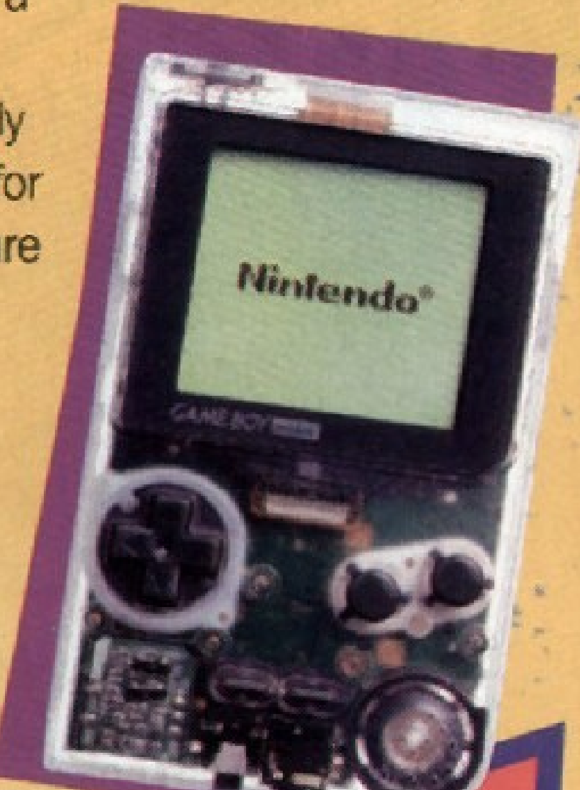
Nintendo has announced that it will officially debut its in-development next generation console at the Space World show during August 2000. The fact that Nintendo appears to be planning to unleash its console so close to its projected late-2000 release date has led many to speculate that its launch may slip into 2001.

However, spokespersons for Nintendo of Japan have stated that as far as they are concerned, the worldwide release date of pre-Christmas 2000 has not changed. Exciting stuff eh?

All-New Game Boy Advance!

On 3 September 3, Nintendo officially announced its handheld successor to the Game Boy, which has the working title of Game Boy Advance. This new handheld is fully committed to the Internet, with built-in support for Internet access via a cellular phone. Nintendo intends to provide downloadable software, multiplayer online gaming, chat facilities and email through its proposed Internet service. The Game Boy Advance will utilise a digital game peripheral so that gamers will be able to see who they are playing against over the Internet. The good news for Game Boy owners is that the Advance will be fully backwards compatible will all software!

Rumours of a Game Boy replacement have been circulating for years, the most notable being the so-called Project Atlantis which used a 32-bit RISC CPU designed by British company, ARM. Game Boy Advance is built around this chip, so it's likely this project has been a long time coming. One reason for the delay might have been problems in ensuring software support, given the way Nintendo's internal teams were stretched by the N64. This may help explain why the Advance press release was supported by Konami, who are equal partners with Nintendo in a 300 million yen start-up called Mobile 21. The sole purpose of the Tokyo-based company is to develop software for Game Boy Advance.



Mickey Mouse in the House

Great news for fans of top games and a certain Mickey Mouse! Disney, Nintendo and ace game developers Rare have got together to create a fantastic new batch of games starring that ever popular rodent.

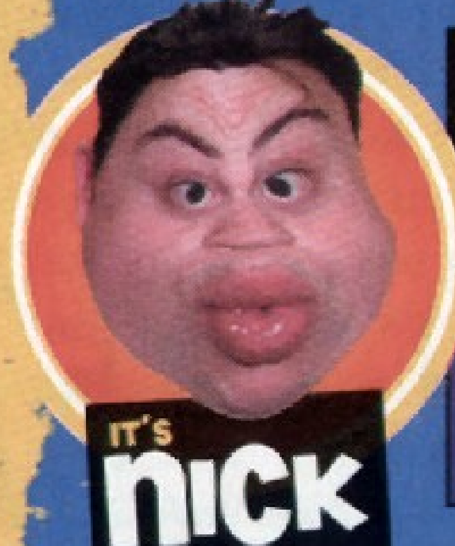
They have games planned for all Nintendo systems including the Nintendo 64 and the new Dolphin, but the first game off the production line will be a Game Boy Color game! Going by the name of *Mickey Racing* it's going to redefine racing games for Nintendo's handheld. Instead of the usual stripy tracks flashing by and tiny sprites, *Mickey Racing* is going to have large graphics, great animation and gameplay to die for! Sadly, we're not allowed to see any in-game shots of these potentially marvellous products just yet, but we did manage to get a few comments out of the big cheeses involved...

"We are thrilled to introduce Mickey to an entirely new audience by combining his global popularity with the innovative technology that the Game Boy Color platform has to offer," commented Jan Smith, Disney Interactive's senior vice president and general manager. "Our relationship with Nintendo and Rare will create the most exciting and immerse Mickey gaming experience ever."

"The incomparable ability of Rare to create interactive magic is about to be integrated with the incomparable appeal of Mickey Mouse," says Howard Lincoln the Nintendo of America chairman. "The results will broaden the appeal of video gaming to an ever-widening number of households around the world."

Meet the Gang!

The Total Game Boy Color gang have had a right laugh putting this issue together! These Game Boy Color games just keep on getting better and better!



Nick Roberts

About: The big boss of the bunch, Nick's scary
Most favourite game: Pac-Man Special
Least favourite game: Three Lions
Quote: "When will I, will I get an Editor?"



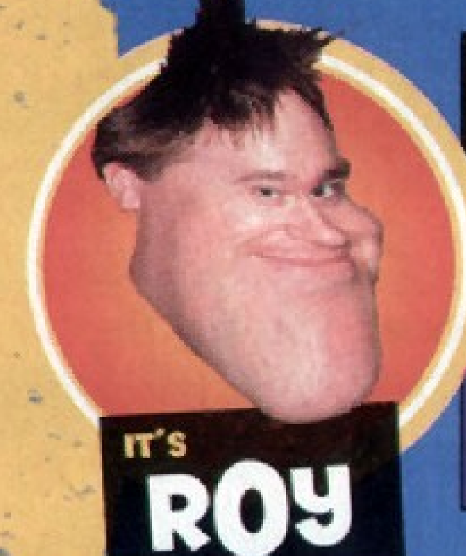
Jem Roberts

About: A budding Alfred Hitchcock.
Most favourite game: Space Station Silicon Valley
Least favourite game: Pocket Bowling
Quote: "Have you seen my birds?"



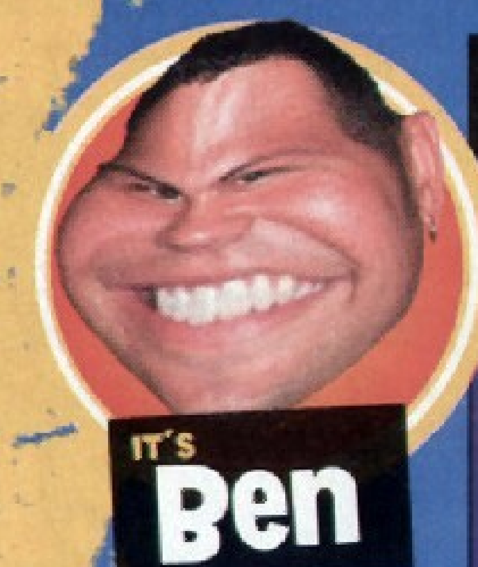
Stuart Taylor

About: You can always find this man surfing
Most favourite game: Revelations
Least favourite game: Antz
Quote: "A surf a day keeps the doctor away"



Roy Kimber

About: Roy's so happy, he can't stop dancing!
Most favourite game: Oddworld II
Least favourite game: Hollywood Pinball
Quote: "Fame! I wanna live forever!"



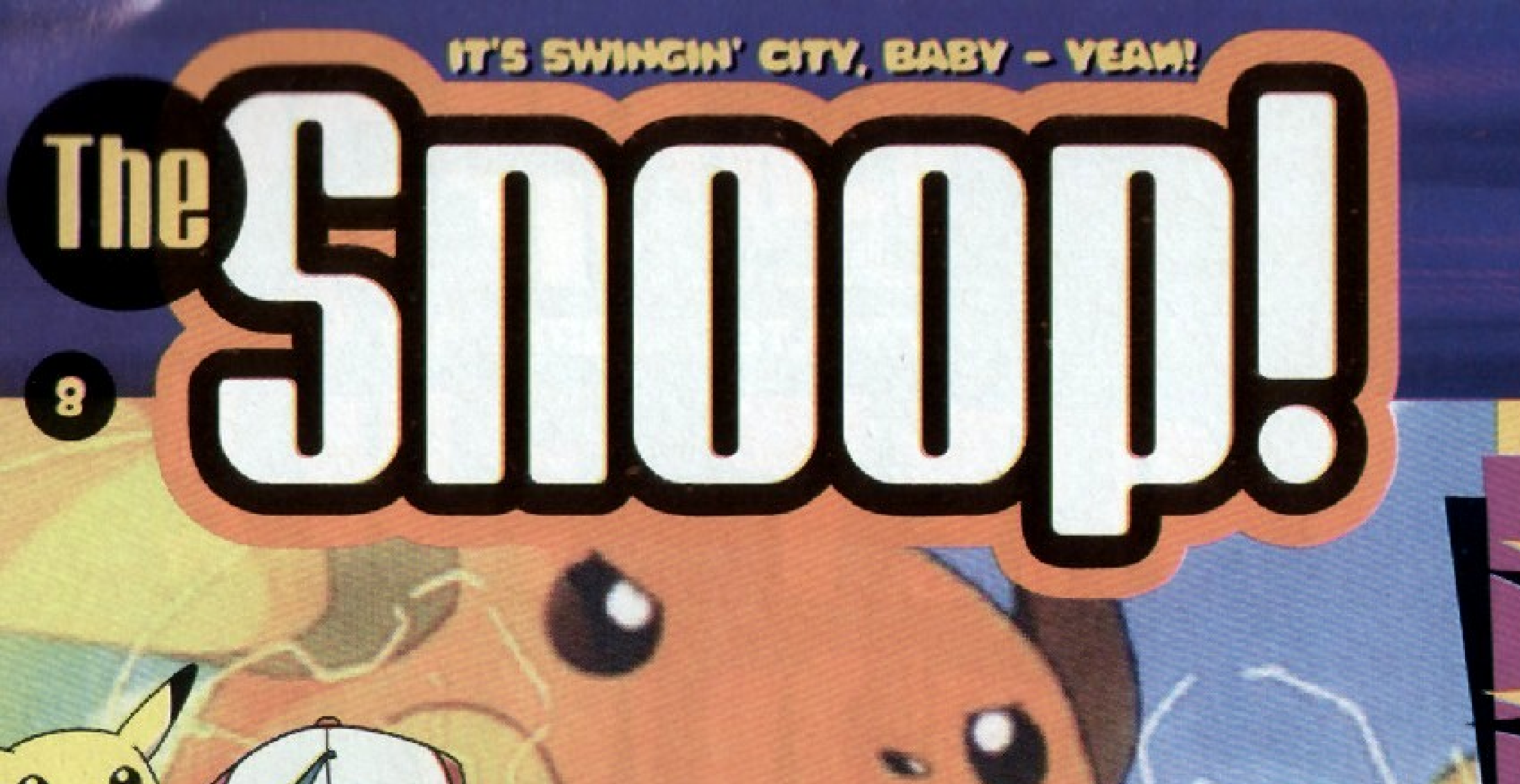
Ben Lawrence

About: Luckily for Ben, there are no Acclaim games this issue
Most favourite game: Antz
Least favourite game: ShadowMan (PS)
Quote: "It should have got less really!"



Tom Sargent

About: Tom's a real workhorse – he loves his games
Most favourite game: Golden Goal
Least favourite game: Black Bass
Quote: "Here we go, here we go..."



POKEMON AT THE MOVIES

Those loveable monsters the Pokémon are going to be making their movie debut next Summer in a flick called *Pokémon: The First Movie*. It stars the rather rare Pokémon Mew. The storyline goes like this...

Somebody has been involved in bizarre experiments, which involve the cloning of Pokémon, including the rare Mew. The clone of Mew – who to avoid confusion is christened Mewtwo (geddit?) – discovers its clone origins and decides to seek terrible revenge. Angry at its creators and the world around it, Mewtwo joins forces with the dastardly Team Rocket and sets up a false Pokémon tournament to trap Ash and his friends. Mewtwo lures the trainers to the tournament so that he can clone their Pokémon, and create an army of Super-Pokémon, whose powers are more than a match for the originals. The film's dramatic conclusion is a great big battle between the original Pokémon and the Super-Pokémon clones. Oh, and the original Mew makes an appearance as well! Best start queuing up at your local cinema now, because this film is going to be huge!



Bizarre Pokemon Facts

- Worldwide sales of the Game Boy have increased 250% since the release of Pokémon.
- 12 Million copies of Pokémon have been sold in Japan since it was released back in 1997.
- Over 4 million copies have been sold in America since September 1998.
- Pikachu was the best-selling toy in Japan during 1997.
- More than 400 million Pokémon trading cards have been sold in Japan.
- There are over 90 companies producing Pokémon merchandise in America.
- Over $4 billion worth of Pokémon merchandise has been sold in Japan.
- The Electric Tale Of Pikachu comic book was the biggest-selling comic in America in 1998.
- A Pokémon theme park is currently being constructed in Tokyo, Japan.
- Some Japanese Air Force pilots have painted Pokémon characters on theiraeroplanes.
- Pokémon trading cards have been banned in some Japanese schools.
- Some American schools are considering banning Pokémon trading cards.
- The final of the Japanese National League Of Pokémon was broadcast live on TV Tokyo.
- You can buy Pokémon animal crackers, popping candy and sachets of cooking spice in Japan.
- The music album from the Pokémon cartoon – 2 B A Master – shipped 250,000 copies in America within a few weeks.
- President Clinton receives hundreds of letters from America schoolchildren telling him that they love the Pokémon cartoon!
- A Pokémon fan from Australia sent Nintendo $10 because he felt that they hadn't spent enough money buying the game!



WIN! WIN! WIN!

Strap on a Pokemon

Yes, the Pokémon are coming and there's nothing you can do to stop them! So why not kick back and join the craze with one of these funky new Pokémon C watches from Clickworks!

But what's so special about these watches you ask? Well, these ultra-modern timepieces quite literally *tell* you the time! Yes, no longer do you have to wear out your eyes looking at your wrist because with the simple touch of a button this watch will announce the time for all to hear!

WWL have supplied us with 15 Pokémon C watches to give away and one of them could be yours if you can answer the following ridiculously easy question:

What's the name of the yellow Pokémon with the electrifying powers?

a: Pikachu
b: Pick-a-nose
c: Bernard

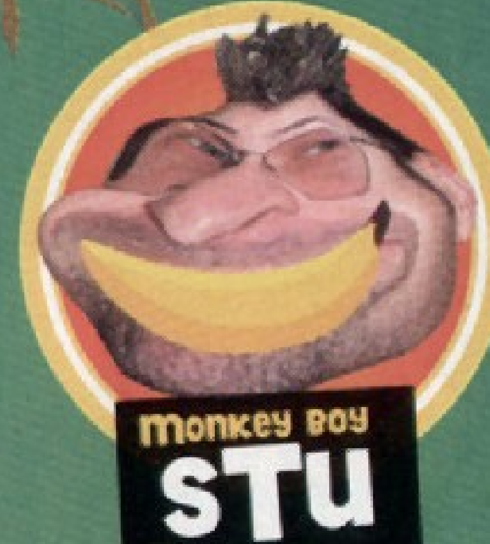
Send your answers on a postcard to: **I Wanna Watch, Total Game Boy Color, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.**

Make sure you get your entries in before Christmas, then we can make sure you get your watch in time to count in the Millennium!

Game Boy Goes Dreamcast Boxing!

Crawfish Entertainment, responsible for Game Boy titles such as *Bust-A-Move 2* and *Street Fighter Alpha* have just put the finishing touches on their Game Boy port of the Dreamcast boxing game *Ready 2 Rumble*. The Croydon based developer has been burning the midnight oil in order to keep the title on schedule. The game has been sent off to Nintendo for approval and should appear mid-November. Other projects in the pipeline include Tom Clancy's *Rainbow Six*. Experts in the handheld market, Crawfish are looking forward to next-generation machines such as the Game Boy Advance. We could well be seeing GB Advance versions of titles such as *Rainbow Six* and *Rogue Spear* in the not too distant future.

Game Boy



Monkey Boy
STu

To celebrate the release of Disney's excellent new animated movie, Tarzan, Total Game Boy Color presents a behind-the-scenes look at this 87 year-old character. Self-confessed monkey boy, Stu, is your jungle guide.

When you're sat in the cinema watching Disney's *Tarzan*, stuffing popcorn and guzzling fizzy pop down your chops, you'd be forgiven for thinking that the character swinging through the trees in a loincloth is an original idea. However, it may well surprise you to find out that Tarzan was created over 85 years ago!

Yes, it's true! Disney has borrowed the Tarzan legend for its new movie. Whilst the basic story is the same, of how a young child is left orphaned by his parents, and is brought up by the great apes of the African jungle, Disney's animated rendition gives the classic tale a whole new lease of life.

The first ever appearance of Tarzan was in the American All Story magazine, back in October 1912, which was written by Tarzan's creator Edgar Rice Burroughs. The character was a runaway hit, with Burroughs going on to write 24 Tarzan books during 38 years, as well as the character appearing in countless movies, TV programmes and comic books for decades.

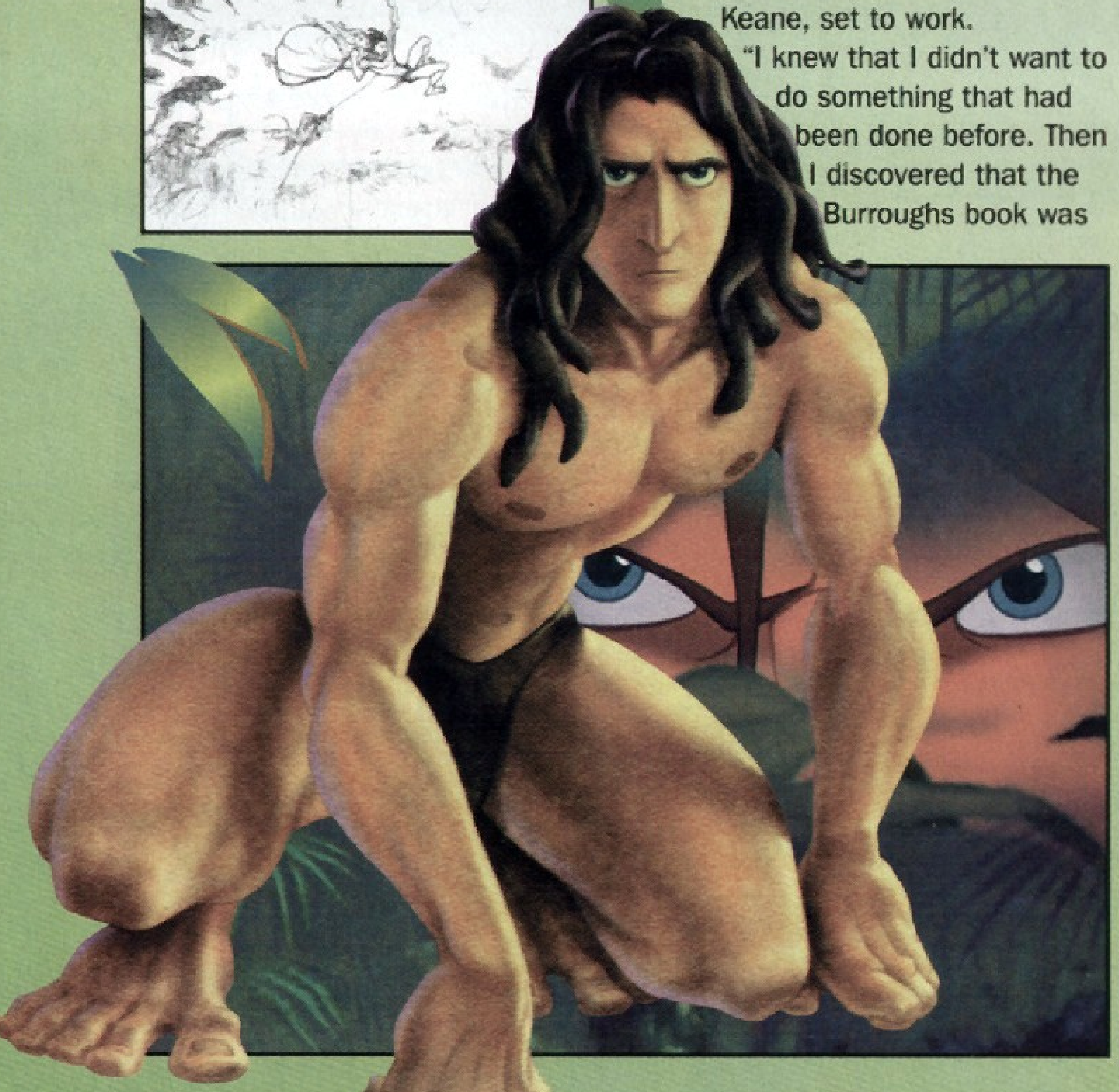


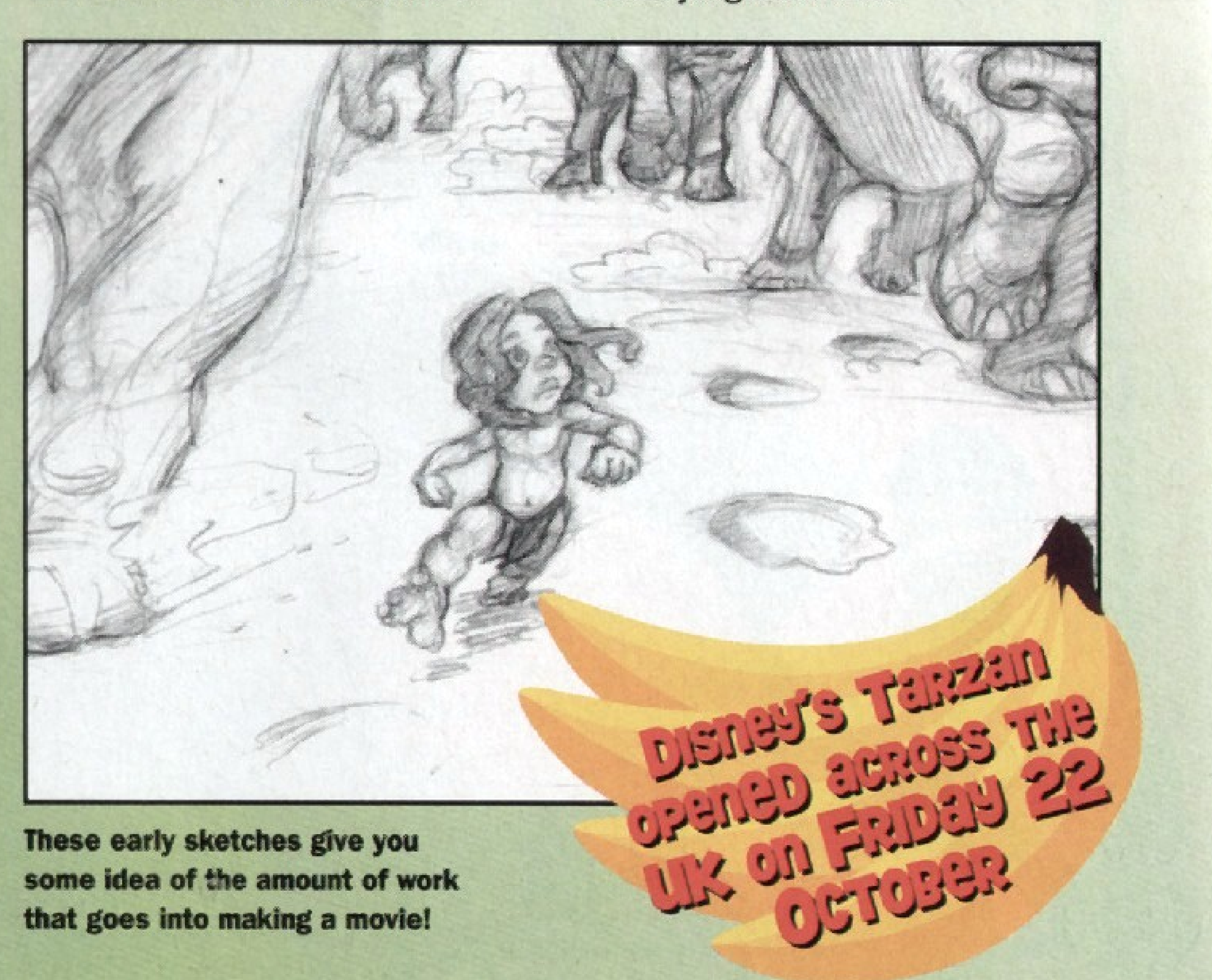
Go ape!

When Disney started work on its animated Tarzan film, it wanted to capture the same excitement and energy from Burroughs' original books, but for it also to be unique. One of Disney's top artists, Glen Keane, set to work.

"I knew that I didn't want to do something that had been done before. Then I discovered that the Burroughs book was really different from any of the Tarzan films I had seen. Around this same time, my son was into watching extreme sports, which showed guys snowboarding off cliffs, and other amazing feats." Working with other Disney artists, Glen studied the movements of some of the jungle creatures found in Tarzan's home, like the leopard, gorilla and snake. So when you see Tarzan leap from a tree or swing from rope to rope, you should also be able to see him emulating the movements of other jungle animals.







These early sketches give you some idea of the amount of work that goes into making a movie!

Disney's Tarzan opened across the UK on Friday 22 October

Goes Ape!

The Banana Bunch

Total Game Boy Color introduces you to some of the stars from Disney's Tarzan.

Tarzan

Tarzan is an orphaned baby at the beginning of the film, after his parents are killed by the evil leopard Sabor, and is brought up by the kind gorilla, Kala. Although he is happy living amongst the great apes of the African jungle, Tarzan begins to question his lot when he meets other men for the first time... and falls in love with the beautiful Jane Porter!



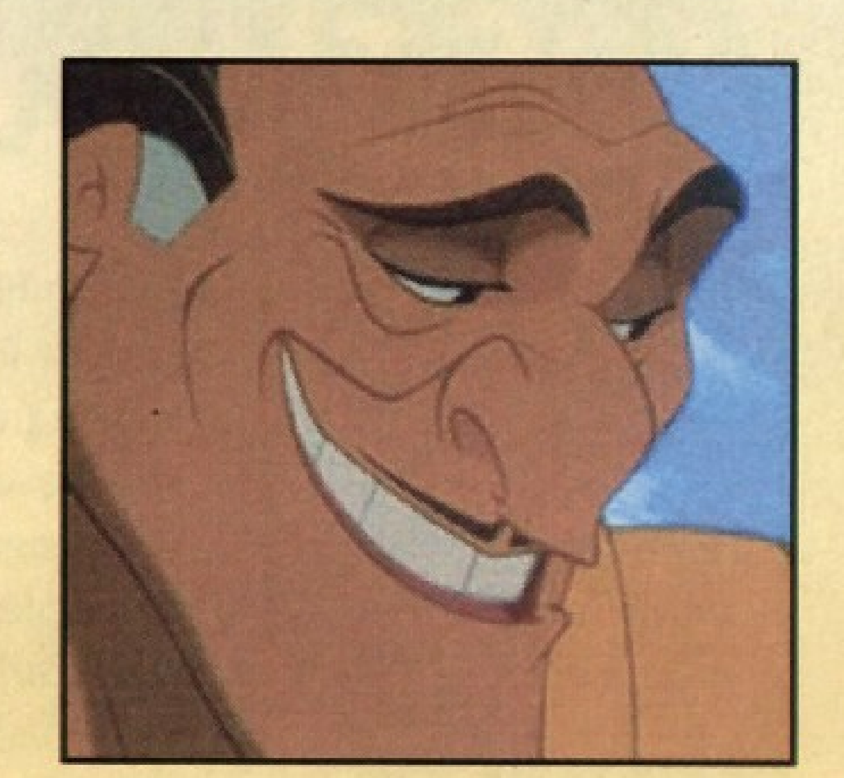
Jane

Unlike the 'damsels in distress' found in some movies, Jane is an adventurous and independent young woman. She comes to the jungle with her dad, Professor Porter, but ends up falling in love with wild-man Tarzan. Jane is the first human being that Tarzan ever sees!



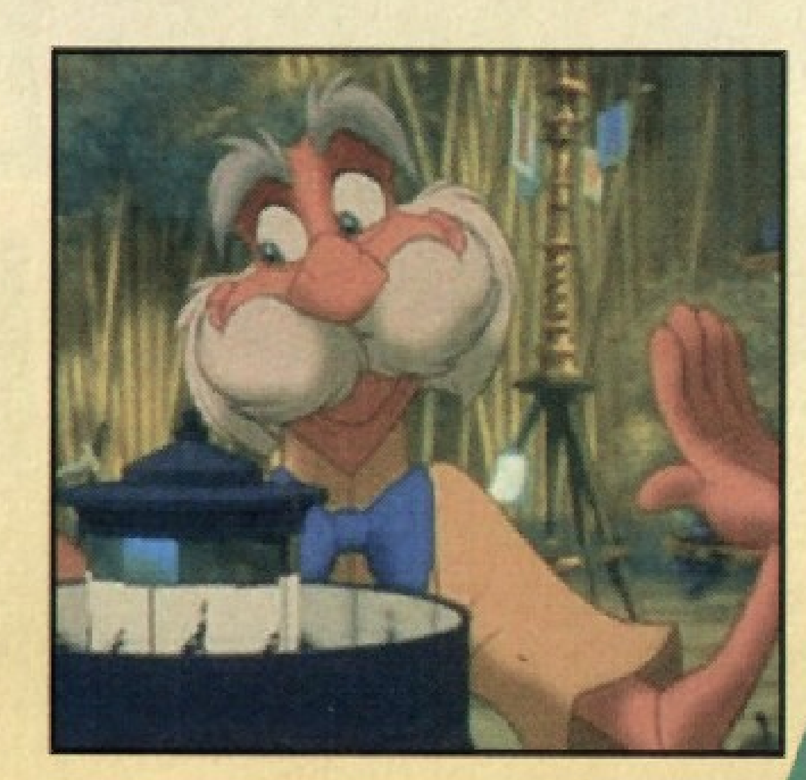
Clayton

The debonair Clayton accompanies Professor Porter and Jane into the jungle, but can he be trusted? He has no respect for the jungle animals, is always looking for a way to make a profit, and is too full of himself for his, and the Porters, own good. Clayton intends to capture the family of gorillas he encounters, but is shocked to find Tarzan defending them.



Professor Porter

The eccentric Professor Porter has come to Africa to study the jungle's gorillas. However, he gets more than he hoped for when he meets Tarzan!



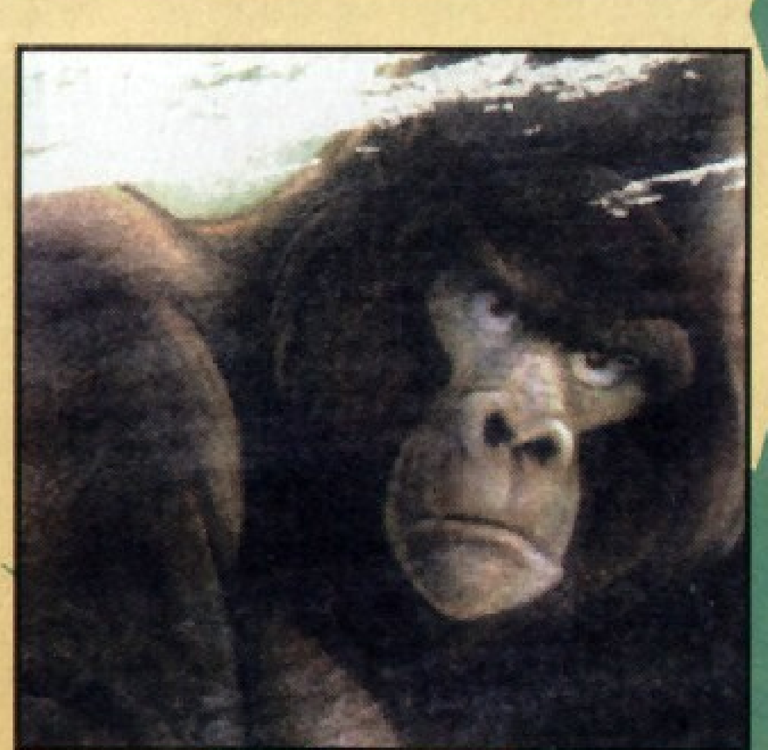
Terk

Terk is a kind of big sister to Tarzan, she's bossy and is convinced that Tarzan cannot survive without her. How will she feel when her brother meets others of his own kind?



Kerchak

The leader of the gorillas was not pleased when Kala decided to adopt Tarzan, as he was convinced that it would mean harm to his tribe. However, the mighty Kerchak soon changes his mind once Tarzan proves himself.



Kala

The kind and caring Kala adopts the baby Tarzan when she finds him all alone in the wilds of the jungle. It is thanks to Kala that Tarzan learns that it is what's inside a person that is most important.

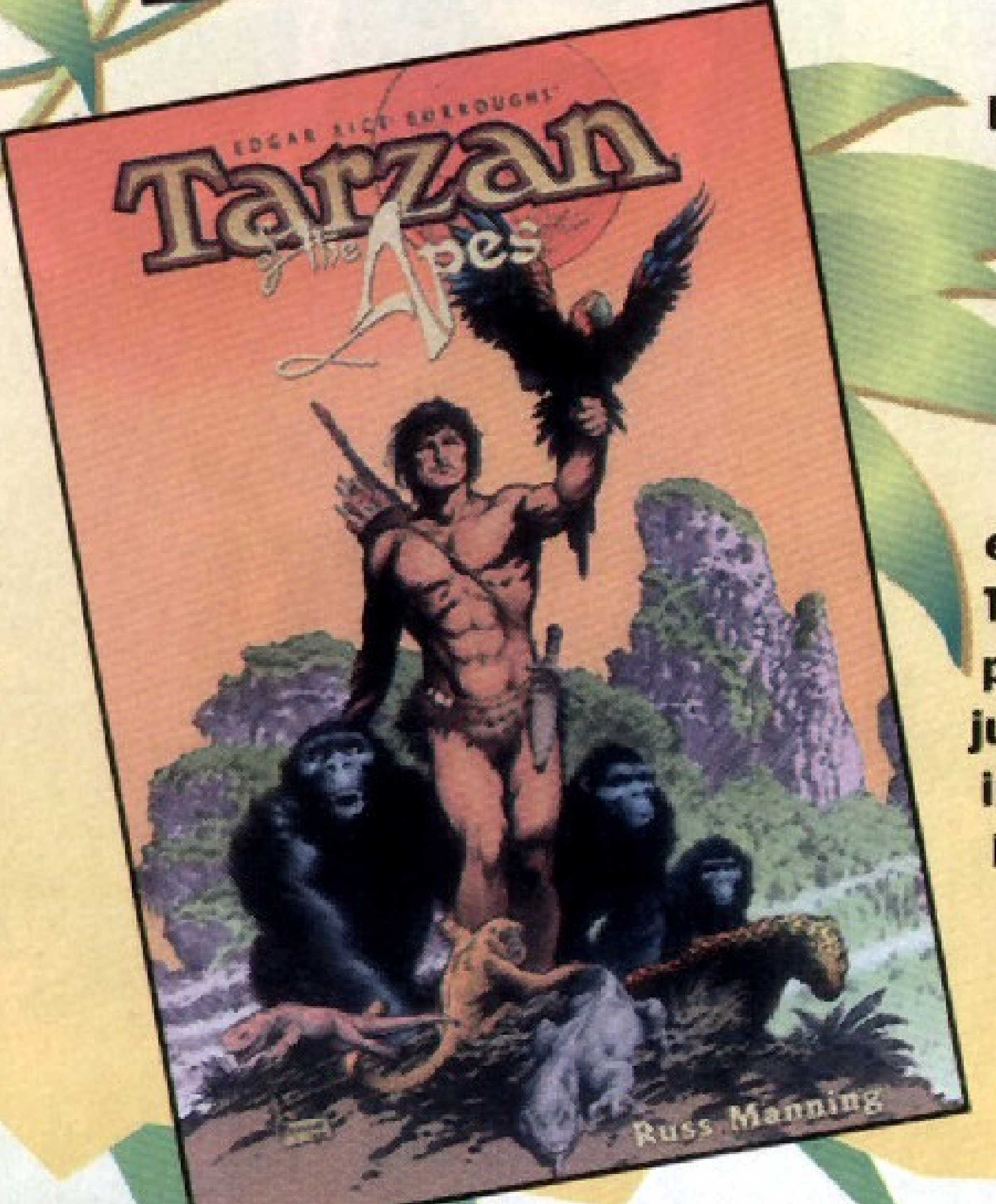


Tantor

Since elephants are one of the biggest creatures on the planet, they're not afraid of anything, right? Hmm, well Tarzan's elephant friend is the exception, as Tantor is scared of *everything!*



Meet Tarzan's Dad



Edgar Rice Burroughs was the American writer who created Tarzan over 80 years ago. He wrote 91 books in his 38 year career, 24 of which were Tarzan novels, from 1912 until his death in 1950. It is hard to say exactly how many people have read a Tarzan book or watched a Tarzan TV programme or movie, but with the jungle lord's adventures being translated into 32 languages – including Braille – literally millions of people must have swung through the jungle on an adventure with Tarzan!

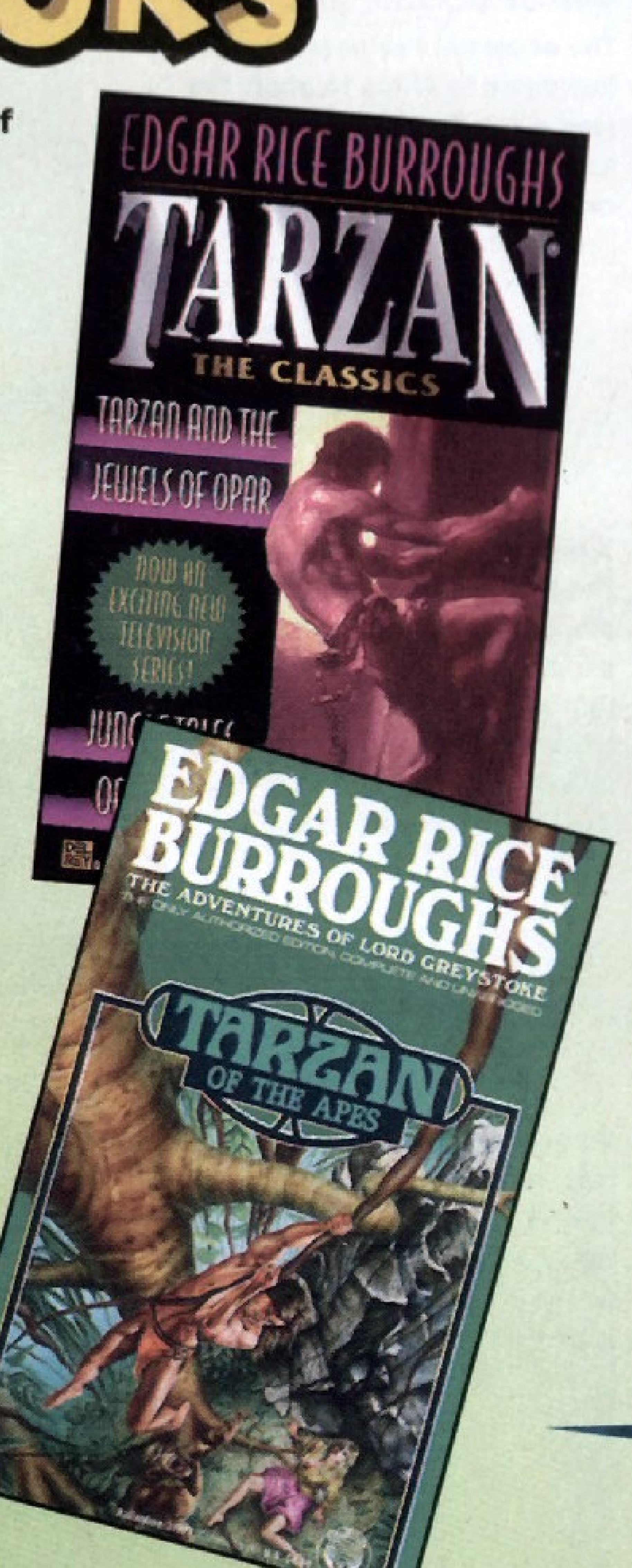
The Jungle Books



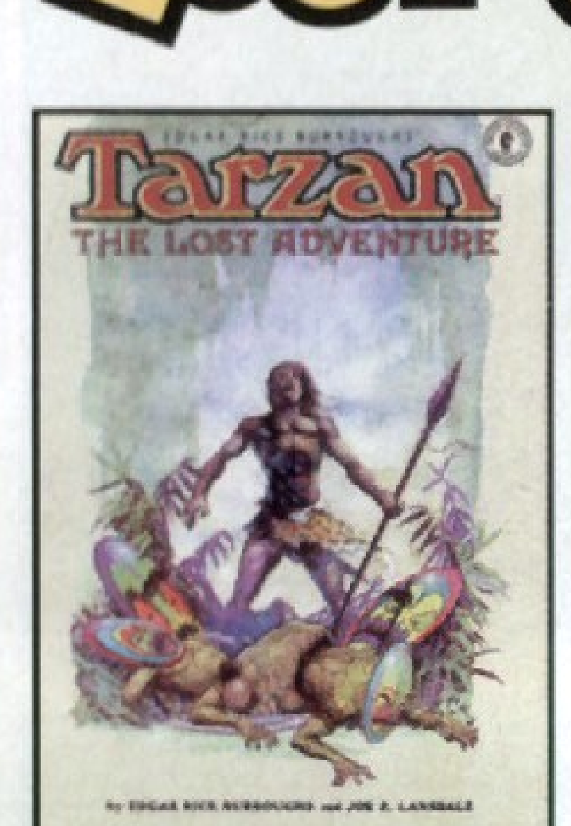
Tarzan's Lost Adventure

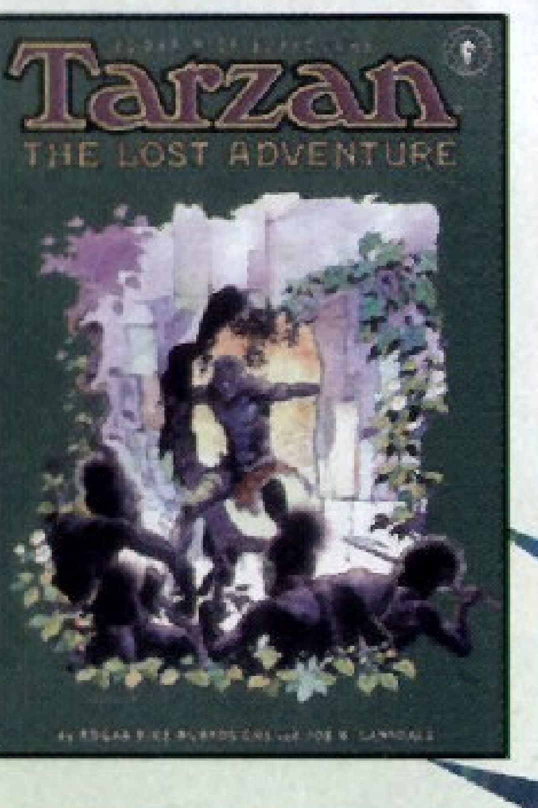
Here are the titles of all 24 of Edgar Rice Burroughs' Tarzan novels...

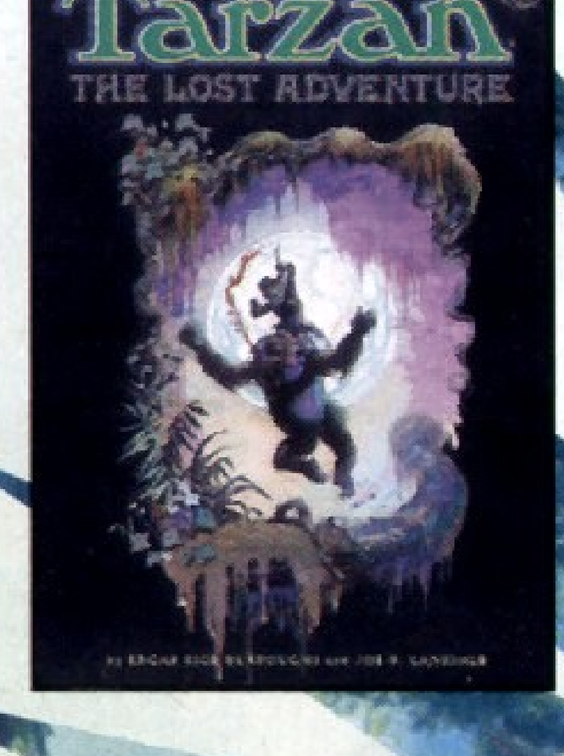
Tarzan Of The Apes
The Return Of Tarzan
The Beasts Of Tarzan
The Son Of Tarzan
Tarzan & The Jewels Of Opar
Jungle Tales Of Tarzan
Tarzan The Untamed
Tarzan The Terrible
Tarzan & The Golden Lion
Tarzan & The Ant Men
Tarzan, Lord Of The Jungle
Tarzan & The Lost Empire
Tarzan At The Earth's Core
Tarzan The Invincible
Tarzan Triumphant
Tarzan & The City Of Gold
Tarzan & The Lion Man
Tarzan & The Leopard Men
Tarzan's Quest
Tarzan & The Forbidden City
Tarzan The Magnificent
Tarzan & The Foreign Legion
Tarzan & The Madman
Tarzan & The Castaways

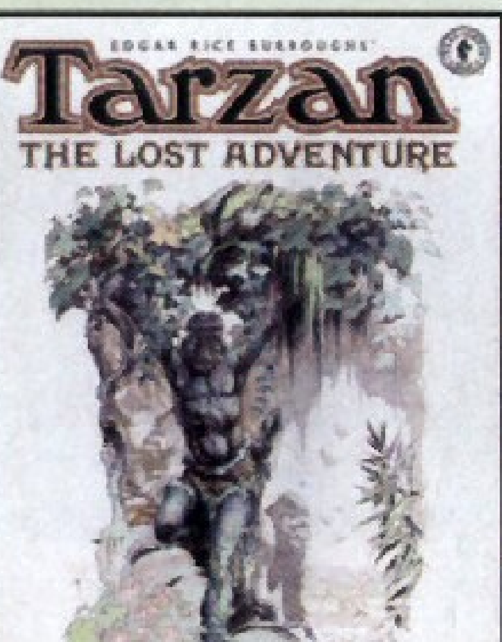


Before his death, Tarzan creator Edgar Rice Burroughs was working on his 25th Tarzan book... it was never completed. However, two years ago, another famous author, Joe R Lansdale, finished off the tale that Burroughs had started by referring to the original manuscript. Tarzan: The Lost Adventure told the tale of how Tarzan protects a jungle expedition from a band of outlaws, and finds himself captive in the city of Ur.








TURN TO THE CENTRE PAGES TO SEE OUR GREAT TARZAN POSTER!


RAISED ON WORMS
Allow WORMS into your home and you'll grow up fit and healthy as
WORMS ARMAGEDDON and WORMS PINBALL add firepower, energy,
exploding sheep and even pump action teamplay modes to your gaming diet -
all wrapped in the classic WORMS gameplay
which nature says is good for you.
WORMS pinball
PlayStation
WORMS ARMAGEDDON
GAME BOY COLOR
NINTENDO 64
PlayStation
GAME BOY COLOR
WORMS
ARMAGEDDON
TEAM 17
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NINFO!

How much?	£24.99
From who?	Activision
Whenz it out?	October
Kind of Game?	Platform

QUICK TIP!

When starting a new level take time out to study the surroundings before ploughing straight on into the adventure – you'll find many animals like snakes that can blend into the background, sapping your energy.



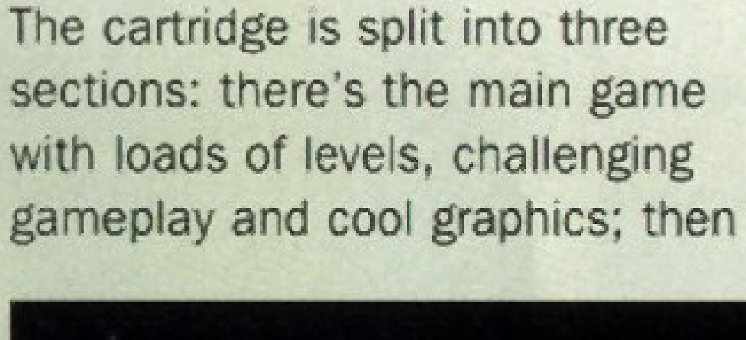
Tarzan

Reviewed by NICK

"there's a special paint and print section where you can make up your own Tarzan pictures"

It's 71 years since the world was first treated to a Mickey Mouse cartoon and Walt Disney is still making movies – not bad for a bloke who lives in a freezer! The latest Disney cinema blockbuster is *Tarzan*, the classic tale of a young lad who loses his parents in a shipwreck and is raised by apes in the jungle. Whether or not the original author, Edgar Rice Burroughs, approves of the Disney spin on his tale we will never know – his original story was first published in 1912!

'But what about Tarzan the game?', I hear you cry. Well Activision and Disney Interactive have got together to bring us this piece of platform perfection with added bananas. They have taken the characters from the movie and created the perfect Game Boy Color adventure game, packed with secrets and extras to keep you busy for ages!



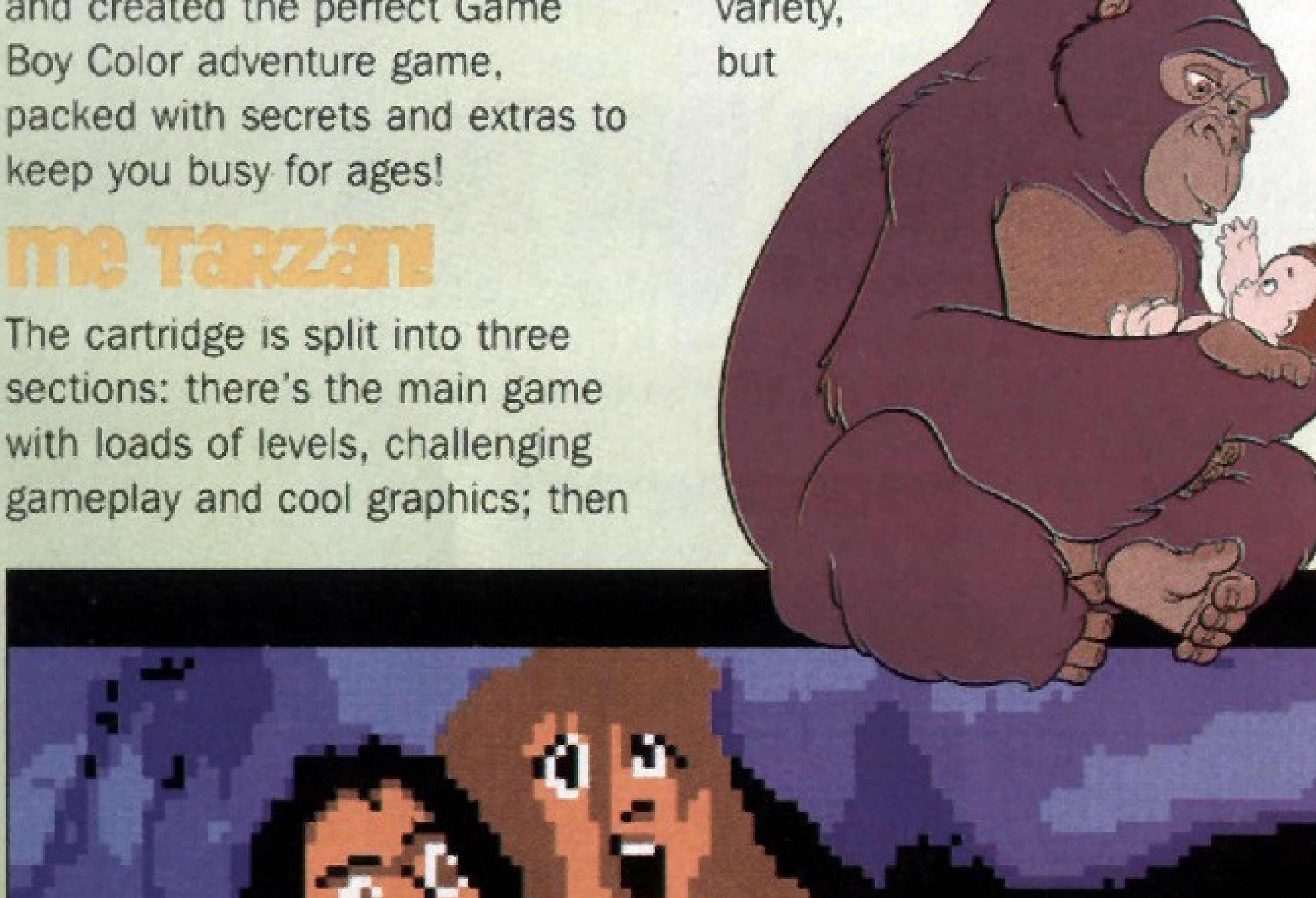
me Tarzan!

The cartridge is split into three sections: there's the main game with loads of levels, challenging gameplay and cool graphics; then there's a special Hide & Seek game where you and a friend can take it in turns to hide, or seek; then for those lucky enough to have a Game Boy Color printer there's a special paint and print section where you can make up your own Tarzan pictures – cool!

As you progress through the levels you will get to play as four characters: the young Tarzan, adult Tarzan, Jane and Tarzan's ape friend Terk. This adds variety, but



Boy Tarzan choose the strangest swimming partners!



Could this be the first Game Boy game ever to have an intro sequence?


He flies through the air with the greatest of ease...


Katanga! Me friend, you man eating lion. Oh dear...


You can go trampolining!

doesn't make a whole lot of difference to the gameplay – it's all pretty standard platform game stuff. You can run, jump, swing from vines, swim and duck to make your way through the wildlife infested areas. You're given a healthy supply of lives to keep you going until you've mastered all the moves too – this stops the game being frustrating when you first play.

You Jane!

Disney Interactive have a reputation for creating great portable versions of Disney classics, and they've come up trumps again with *Tarzan*. The game is quite a simple platform adventure, but it's great fun to play and the variety of playing as different characters gives it added value.

Believe it or not the programmers have even attempted a bit of a movie sequence at the start of the game, with Tarzan swinging through the trees – it's amazing what you can do on the new Game Boy Color! I'm particularly impressed by the Game Boy Printer options – I spent hours tinkering around with this, printing out stuff for my mates. If you're looking for a piece of Disney merchandise that is actually worthwhile, then this is it!

NICK

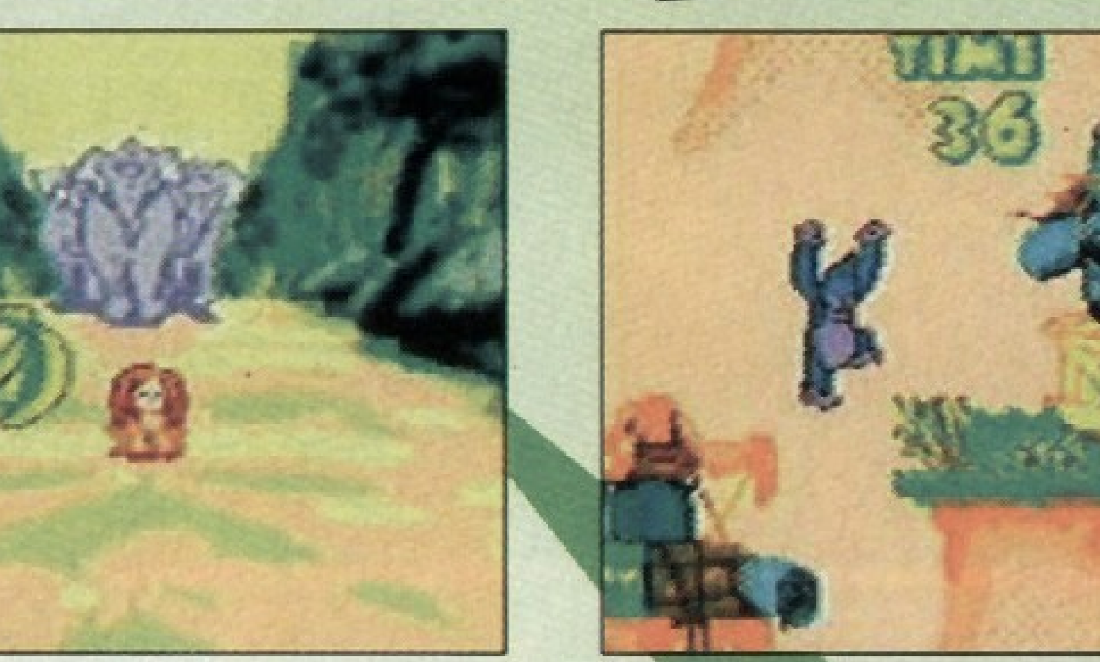


2nd Opinion!

Arrrrraaaaarrrr!

It's good to see game creators doing something different with their Game Boy games these days. At a basic level *Tarzan* is nothing more than a platform game, with a few extra secret levels thrown in, but there's so much more to it when you look at the extra features. The Game Boy Printer section is inspired, and great fun to tinker with. Just you make sure you send in your creations to us here at Total Game Boy Color – you might even win a prize!

STU


An elephant stampede. You don't want to hang around with this going on!



Later on in the game you get to play as an ape. Cool!

Swinging Printer Zoo!

If you've got a Game Boy Printer then Tarzan has a fantastic extra option for you – if you don't have one this might persuade you to get one! The Paint & Print option allows you to create pictures using the Tarzan backdrops, characters, animals and props, then print them out! You can then stick them on your lunch box, on your books, or on your mates forehead! The possibilities are endless – this, coupled with the cool Hide & Seek game, really makes Tarzan value for money.

Total Game Boy Color Test Your Strength!

Graphics! Bright and colourful ★★★★★

Sound! Nice jungle drum tunes ★★★★

Playability! The main game is nothing new. ★★★★

Lastability! The extra options will keep you playing. ★★★★★

Overall! 92%

OOZING DISNEY QUALITY – GET IT!

HanDHeLD

LOOK OUT, IT'S RESIDENT EVIL

Lock your doors. Turn on all the lights. Grab your cricket bat. Best get ready for fright night as Resident Evil is coming to Game Boy Color!

What dark secrets are kept within the mysterious mansion outside Racoon City? For years this isolated building has been the home to a number of bizarre and top secret biological experiments. No-one with any sense would go anywhere near the place, but something wicked this way comes! Strange things have begun to happen, with some people reporting that mutated beasts have attacked them... it's time to send in the Marines! Or to be more specific, it's time to send in STARS (Special Tactics and Rescue Squad). However, this professional organisation quickly finds itself out of its league when Bravo Team disappears without a trace soon after entering the mansion. So, it's up to Alpha Team to enter the mansion, find their missing team-mates, and work out what the jimmy-cricket is going on!

Resident Evil gives you the opportunity to become a member of Alpha Team, by taking on the role of either Chris Redfield or Jill Valentine. Each character has a different mission with a number of varied objectives to undertake, so basically you're getting two games for the price of one!

The game originally appeared on a number of different games consoles over three years ago, and nobody ever thought it would be Game Boy-bound. However, thanks to the arrival of the more powerful Game Boy Color console, we can now all feel the fear in the palm of our hands!

As soon as you begin to explore the mansion, you'll realise to your horror that something unnatural is occurring... probably because some hulking great zombie is trying to take a bit out of your leg! That's right, the mansion is crawling with the undead, as well as a host of other nasty critters. Don't worry, though, as the housekeeper appears to have a left a number of very big guns for you to send the undead hordes packing.

The Game Boy Color version of *Resident Evil* is an almost exact duplicate of the classic original, with the same level design, puzzles and nearly all the monsters, as well as a few new beasties especially created for Game Boy (like the flesh-eating rats!). *Resident Evil* will be out on the shelves before Christmas, and Total Game Boy Color will have the full, blood-soaked review next issue!



HORROR HEROES

When the zombie hordes do the monster mash, who are you gonna call?

CHRIS REDFIELD

Marksman
Age: 25
Height: 5ft 11in
Weight: 177lbs
Blood Type: O
Chris was booted out of the US Air Force and ended up being recruited by STARS for its Racoon City HQ. He's a real hard nut, who's physically fit and a quick thinker as well.

S.T.A.R.S.
Redfield, Chris
Marksman
Force: Alpha Team
Age: 25
Height: 5 ft 11 in
Weight: 177 lbs
Blood Type: O

S.T.A.R.S.
Valentine, Jill
Machine Expert



Force: Alpha Team
Age: 23
Height: 5 ft 5 in
Weight: 111 lbs
Blood Type: B

JILL VALENTINE

Machine Expert
Age: 23
Height: 5ft 5in
Weight: 111lbs
Blood Type: B
Don't be fooled by her size! Jill's saved the lives of many of her STARS teammates in the past. She's great with mechanical devices and can carry more items than Chris.



Warning! Scary stuff on this page!

HORROR!

MEET THE RESIDENTS

So, what kind of people live in this abandoned mansion, then? Retired schoolteachers? Eccentric millionaires? Eh, not quite. Have a butchers at this 'orrible lot.

Zombie

They may well be dead, but they still have one heck of an appetite! Oh, and they are hungry for you. Be careful and don't let them get too close or they'll have a nibble on your arm.

Plant

And you thought your mum's houseplants were annoying! These overgrown bushes have a nasty sting in their leaves.

Bees

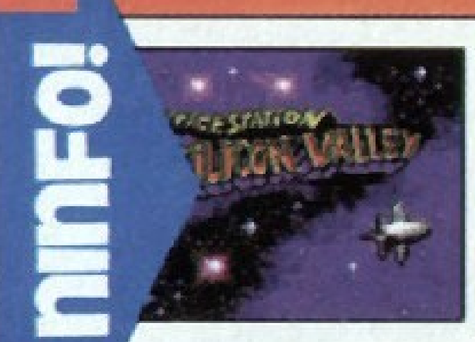
It will take more than insect repellent to get rid of these guys! But a big gun might just do the trick.

Tyrant

The big daddy monster, who moves like lightning and would like to skewer you with his mighty claws. Not a very nice person at all, then?

Just take a look at the screenshots around these pages – Resident Evil on Game Boy Color is set to redefine the way adventures look on the system!

ninfo!



How much?	£24.99
From who?	Take 2 Interactive
Whenz it out?	Out now!
Kind of Game?	Platform

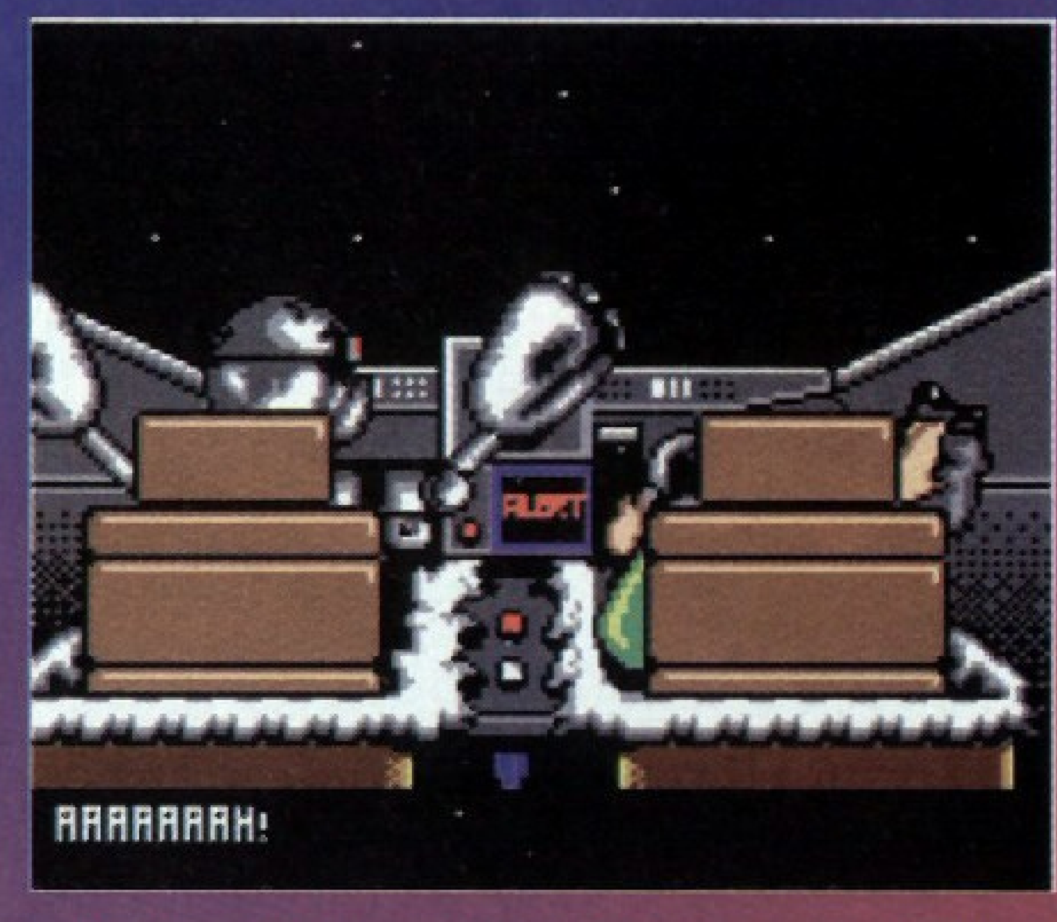


QUICK TIP!

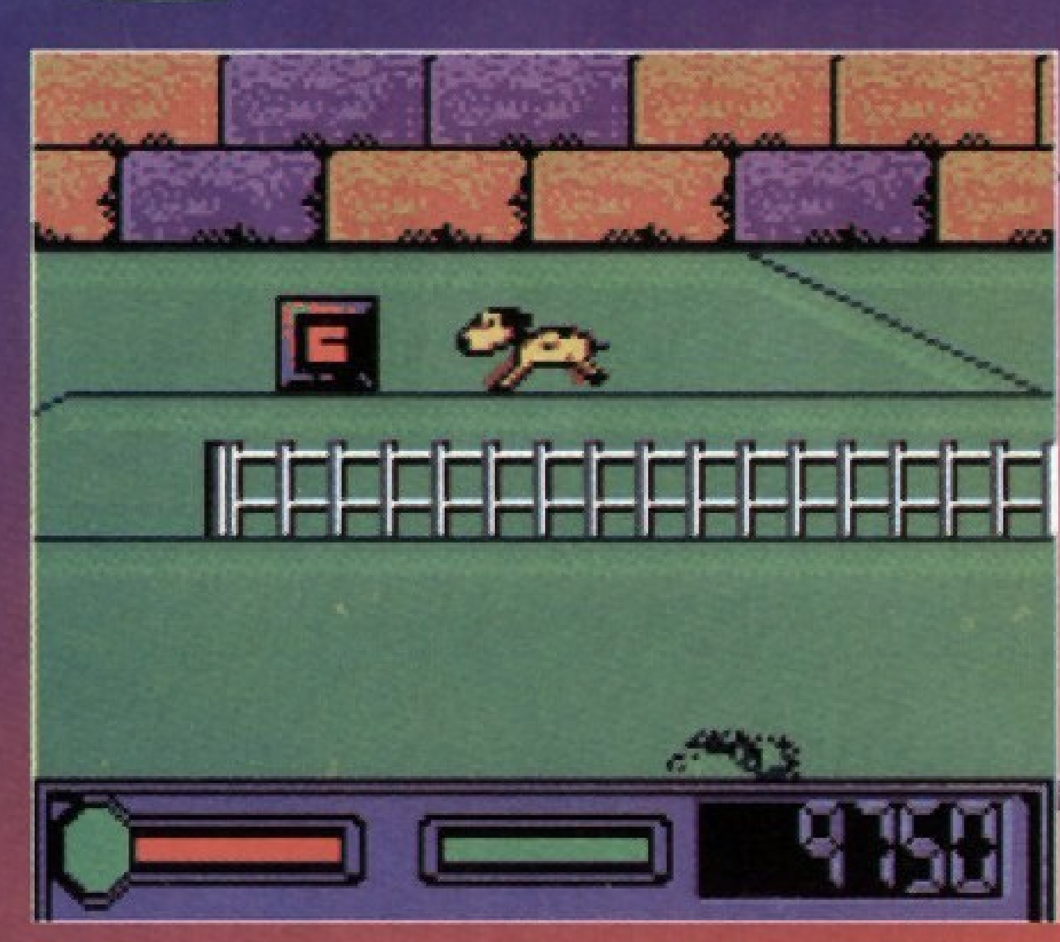
Make sure you leave a spare body somewhere close if you're going to jump out of one – it's a bit difficult to stay alive when you're nothing but a microchip! Albeit one with the power of independent thought.



The game starts with a space ship bravely soaring through the blackness of space...



...it's not long before everything goes wrong and they crash land on a strange planet!



If you've ever wanted to play a microchip embedded in a dog, then this is the game for you!

Space Station Silicon Valley

Game Boy game with actual plot and sense of humour shock!

Reviewed by Jem

Silicon Valley came out for the N64 not too long ago, but with it's cutesy three-dimensional graphics and adventure-based gameplay, who would have dreamt that us poor chaps with consoles the size of remote controls would have been able to enter this new world of mechanised creatures and crazy robots? Well, the lovely people at Take 2 Interactive did!

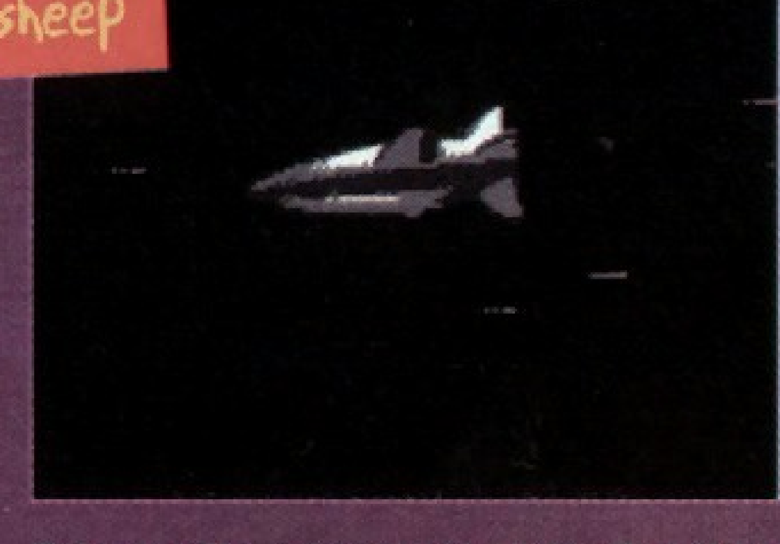
Some people may already be complaining – "flippin' heck, it's another platform game worth nowt," especially if they're from Yorkshire, but two points spring to mind: 1. When was the last time that you saw a really involving platform game on the Game Boy? And 2. There's a whole lot more to *Space Station Silicon Valley* than just platform. Not only is it a whole adventure story, but it's the brilliantly funny and detailed way that the story unfolds that makes it a must buy for anyone with a taste for quality game design.

Forbidden Love

The backdrop to the action of the game is a heart-rending story of forbidden love between a dog and a sheep, or, more particularly, what happens when the dog is squashed by a falling space rocket, and invaded by a rogue chip from a madcap android. It becomes a race

"a heart-rending story of forbidden love between a dog and a sheep"



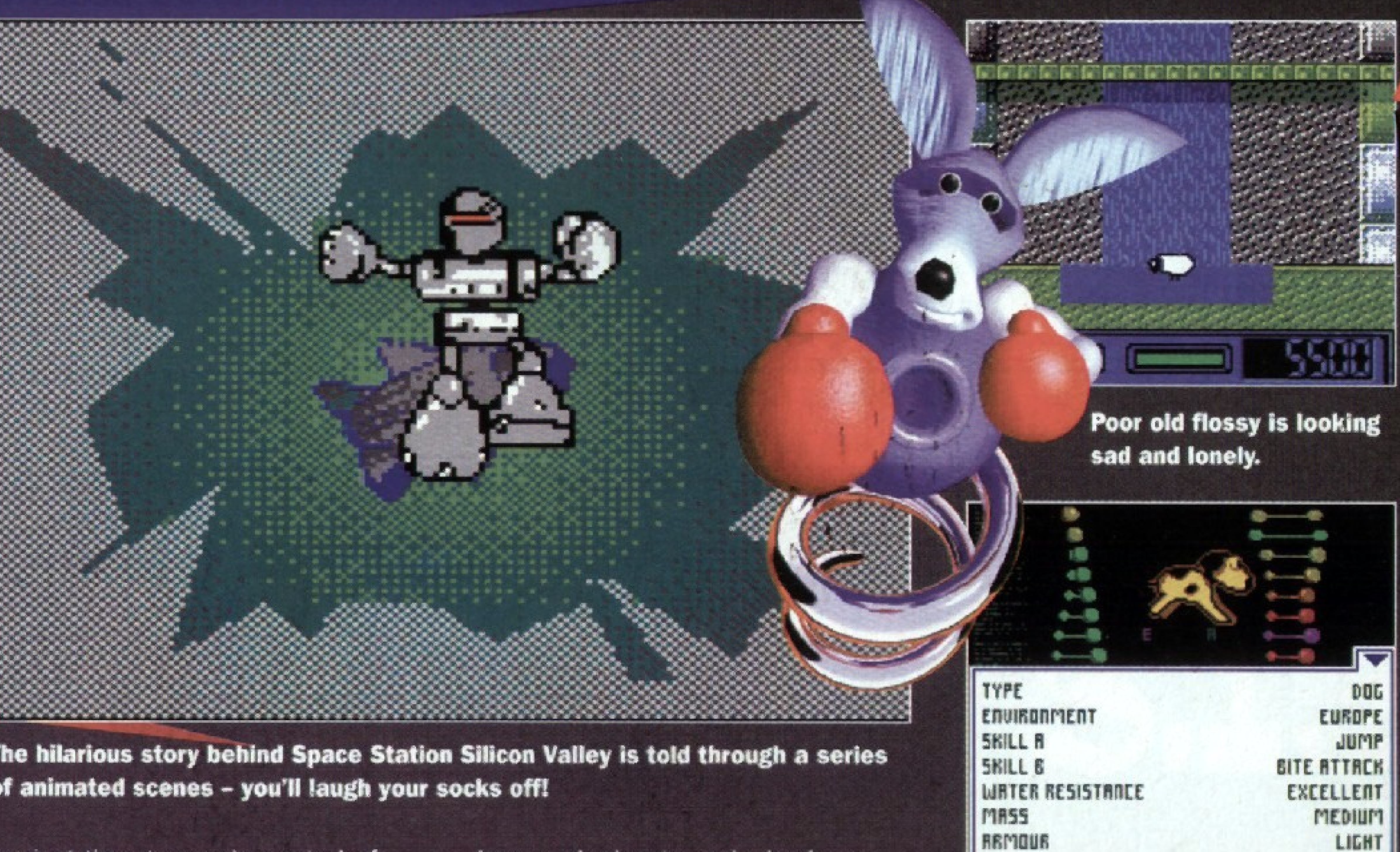


They don't make space ships like they used to!



Here we see Flossy and Roger the Dog in an embrace. Don't look too closely though – you'll go cross-eyed!

Roger is an agile dog – you should see how high he jumps!



The hilarious story behind Space Station Silicon Valley is told through a series of animated scenes – you'll laugh your socks off!

Poor old flossy is looking sad and lonely.

A dog of medium build with light armour – this game is mad!

against time to regain control of your own body and henceforth save whatever planet you come from, as you control the crazy microchip through several bestial carcasses, and collect all-important energy boosts before teleporting onto the next brilliantly created level.

On the journey, Evo the Robot will take on the guise of Roger the Dog, Flossy the Sheep and an unnamed roller-skating mouse, not to mention the promise of polar bears, elephants and who knows what other four legged furry folk before the game is through!

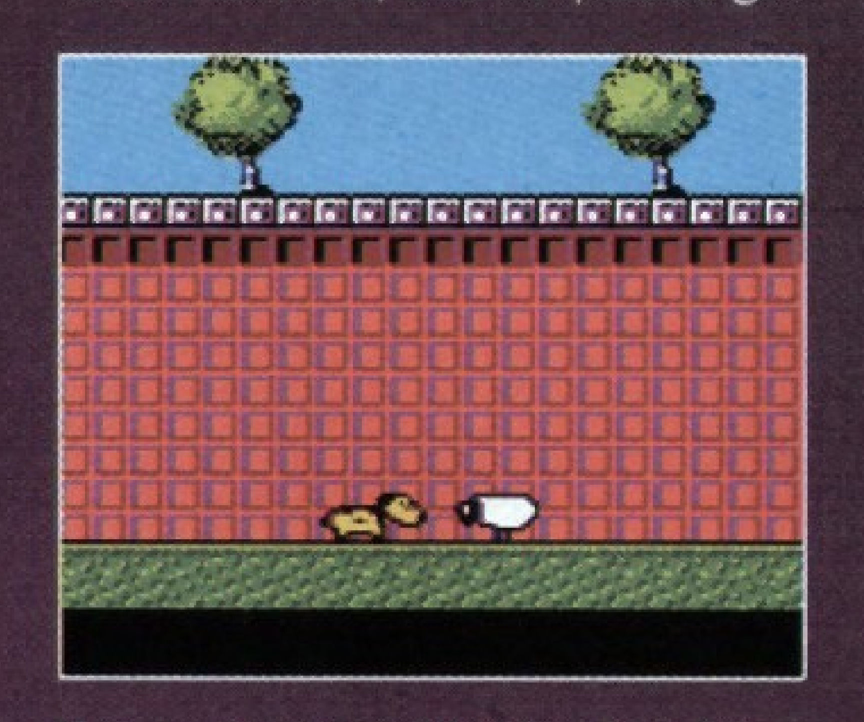
Loads of Fun

It really is great fun to be able to leap around each level, changing species at will. Every animal you become has different skills and control functions, and it is crucial to master these to complete every task set before you. At first the levels are quite simple, but as the ground to cover increases, and the puzzles get trickier, (especially considering that exiting your chosen body can seriously deplete your energy) you've got a real challenge on your hands, so it's a good job the game features an excellent save option.

It's undeniably great fun, but all in all, it's the obvious care and attention taken over every pixel of the graphics, with great colour action, that makes this game a charming and engrossing buy. Who would rather plump for a dull regimented mini-version of some sports game rendered in a drab red as an excuse for colour, when they can dive into the Technicolor world of Silicon Valley? You would have to be a really dumb beast to spend your hard-earned cash on anything else this month.



What a cool game – it even has its own TV station!



If these two do nothing by stare into each others eyes, get worried!



2nd Opinion!

Top Sheep Action!

If ever there was a game that was perfect for the Game Boy Color then this is it! If you've played the N64 version then you'll already be familiar with the wacky sense of humour and the puzzles in the game are just brilliant. Because the game saves automatically to cart it means you can pick it up when you've got a spare moment, do a puzzle or two and then put it down to go back to later which is what the Game Boy is all about. *Space Station Silicon Valley* on the GBC is quite literally an essential purchase.

Roy

Total Game Boy Color Test Your Strength

Hum Dinger!

Graphics! Super furry characters ★★★★★

Sound! Great attempts at noises ★★★★

Playability! At last, a game with a plot! ★★★★★

Lastability! You'll want to play again and again! ★★★★

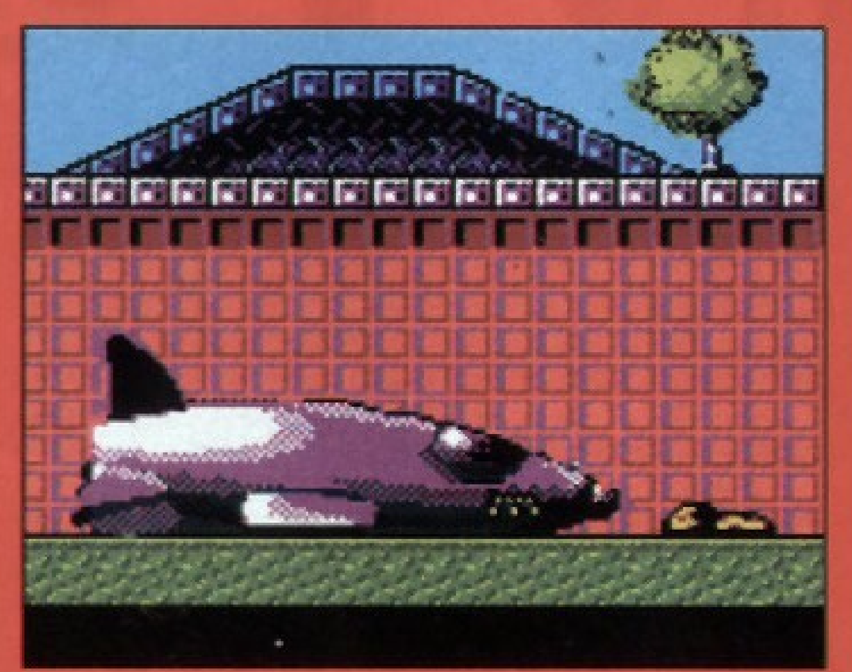
He-man! / Butch! / Weakling! / Wimp!

Overall! 92%

A BRILLIANTLY FUNNY ADVENTURE

In the Beginning...

Every saga must have a beginning, and Silicon Valley is no exception. It's every bit as wacky as the rest of the game. Robot Evo is flying around the friendly neighbourhood solar system with his human pal Dan, and all is fine until they start arguing about the groovy music on the radio. Dan takes his eyes off the stars for one minute and, Kerr-ash! Plummeting down towards Earth, where the unsuspecting lovers Roger and Flossy are kanoodling. The fact that Roger is a dog and Flossy is a sheep is, of course, unimportant. However, the couple's love is ill fated, as Evo falls to the ground, crushing the poor canine Romeo, and embedding a robot chip in his body. There's only one way to get out of this fine mess, and it has something to do with little purple power cells!







NINFO!

How much?	£24.99
From who?	Altus
Whenz it out?	December
Kind of Game?	RPG



QUICK TIP!

As the saying goes, don't judge a book by its cover. Not all of the monsters you will encounter are looking for a scrap. So, try talking to them, as some may want to join your adventure party.

Reviewed by STU



Revelations' fantasy realm is crying out for a hero of calibre... do you fit the description?



What are you gonna do? Fight, talk, run, or let fate decide?



The game begins with your character's graduation day. Time to celebrate? No, time to kill monsters!

Revelations: Th

BY THE POWER OF GREYSKULL...

Ever fancied yourself as a bit of an adventurer? Have you ever pretended to be your favourite Saturday morning cartoon hero (or heroine), and ran around your house wielding a broomstick as if it were a monster-killing sword? You haven't? Really? Ahem! Maybe it's just me then... Ah, well, if you do like to dabble in adventuring then you will love Revelations: The Demon Slayer. Its appearance marks the return of the over-looked RPG genre on the Game Boy. "What's an RPG?" shouted someone at the back of the class. Well, it stands for role-playing game. Put simply, it places you in control of a game's hero, and allows you to pretend you are that character on-screen, righting wrongs, saving the locals, killing monsters, finding treasure, and generally doing all that kind of guff you see on Hercules or Xena.

The Game Boy Color Test-o-meter! Hum Dinger!

TELL US A STORY

Revelations has a great story, which sets up your adventure, and it goes something like this... On the fifth planet in a galaxy far, far away (wait a minute! That sounds familiar), there lives a race of human-like people with strange, mystical powers. This power is called Gaia, and the good people of this planet used their Gaia-harnessing ability to create a magical orb that would spread peace throughout the land. Sounds okay, doesn't it? However, the forces of evil on the planet were none too chuffed with the idea of peace – but then they are evil, aren't they? – and decided to kick hippie butt! That's where you come in.



You need to be seriously tooled-up before you go demon bashing.

WHERE IS BUFFY?

By taking on the role of hero, it's up to you to restore peace to the land, by creating an adventure

DOING THE MONSTER MASH

If you take a look the game's title, Revelations: The Demon Slayer, then you know you're going to be spending most of your time beating up some serious monsters.

Here are some of the critters you will meet on your exciting travels. We've rated each monster out of five, according to how scary they are, and given you a monster fact that might help!



SLIME

MONSTER FACT: Probably the first beast you'll meet... and the weakest.

SCARE FACTOR: 2 Only scary if you don't like jelly!



LITCH

MONSTER FACT: These skull-like dudes tend to hunt in packs.

SCARE FACTOR: 3 Can be tough nuts to crack.



HECKET

MONSTER FACT: Nasty amphibian critter.

SCARE FACTOR: 3 Make no mistake, Hecket's a cold-blooded killer.



SPIDER

MONSTER FACT: Like the ones you find in the bath... only 50 times bigger!

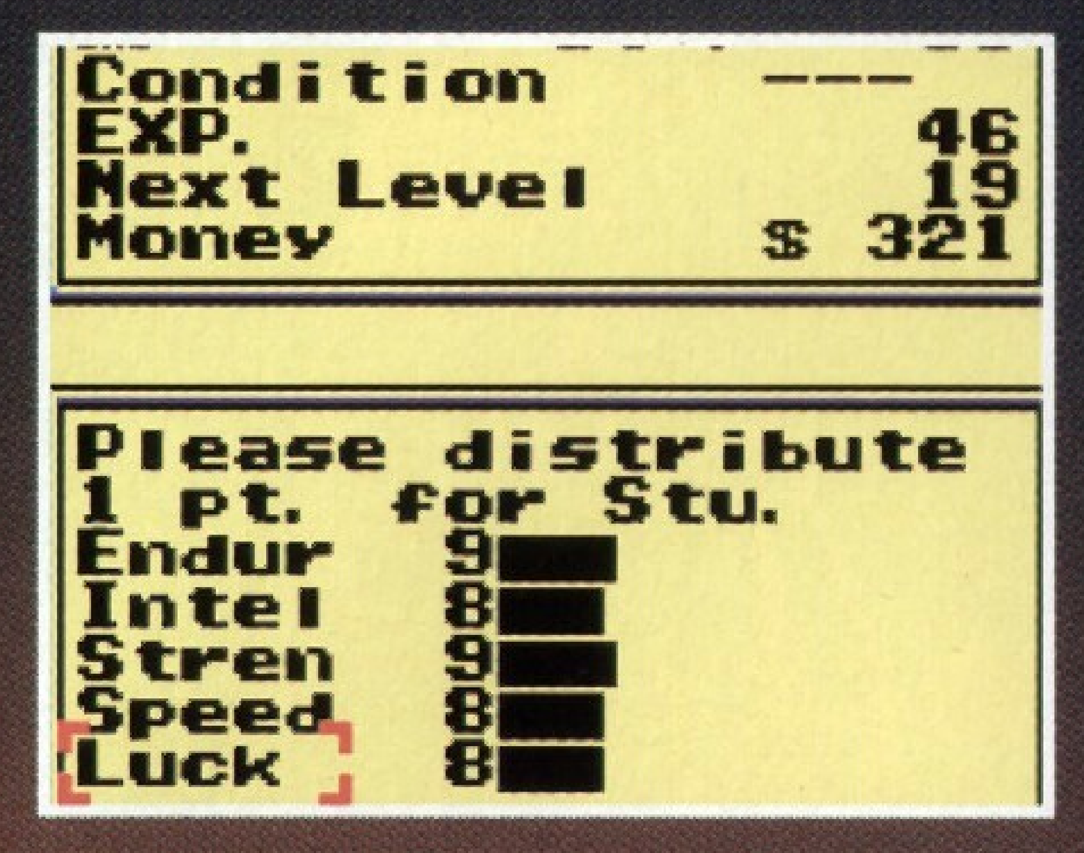
SCARE FACTOR: 5 Hey, who likes spiders?



B-LINK

MONSTER FACT: It's payback time for all those worms accidentally chopped in half by garden spades.

SCARE FACTOR: 4 It may not look scary, but it has a nasty sting!



Every time you kill a monster, you gain experience points. So far, we've reached level four.



The caption at the top of the screen informs you when you enter new locations.



The public panics as the monster hordes arrive... know any good heroes?

e Demon Slayer

Long before human beings existed...

Telepathy,
Teleportation,
Telekinesis...

Powers that only -GODS- could harness.

-GODS- named this power

-GAIA-.

Pay attention at the back... this is the all-important story introduction.

party and defeating the monster hordes. Whilst at first glance, Revelations may look similar to Zelda: Link's Awakening, there is a lot more depth in this game than in the otherwise excellent adventure starring Nintendo's famous pointy-eared hero.

Your heroic character earns experience points every time he fights, and this allows you to achieve new levels. The higher the level your character reaches, the harder he becomes, physically and magically. Ah, yes! As well as being a dab hand with a sword, you can also cast spells like a regular Sabrina.

You need to explore your environment, talking to the people you meet as you go, and build up an adventure party that will bring justice back to this mystical realm. There are a number of objectives that need to be completed as well, so there is stacks to do.

The game's creators, Atlus, told Total Game Boy Color that there are over 100 different kinds of weapons, armour and magical spells for you to discover and use. As well as there being over 100 monsters for you to fight, or – if you are feeling particularly friendly – get to join your band of adventurers. If you fancy a break from adventuring on your own, Revelations has thoughtfully included a versus option. Meaning that you and a friend – with the aid of a Game Boy Link Cable – can have a sword fight against each other.

Nice one!

Stu



Boo! It's scary!

For fans of monster breeding games who long for something other than Pokémon and his fluffy chums then Demon Slayer could be the one for you. With nearly as many monsters to breed as Pokémon the game has a darker feel to it which is quite satisfying. I found some of the monster breed aspects a little too simple though, especially when you have to win monsters over to your way of thinking through a series of questions. It won't last as long as Pokémon but the RPG elements will still please fans looking for a change.

Ben



Graphics! Bright and breezy ★★★★

Sound! Cute ditties for each location ★★★★

Playability! Easy to pick up, hard to put down ★★★★★

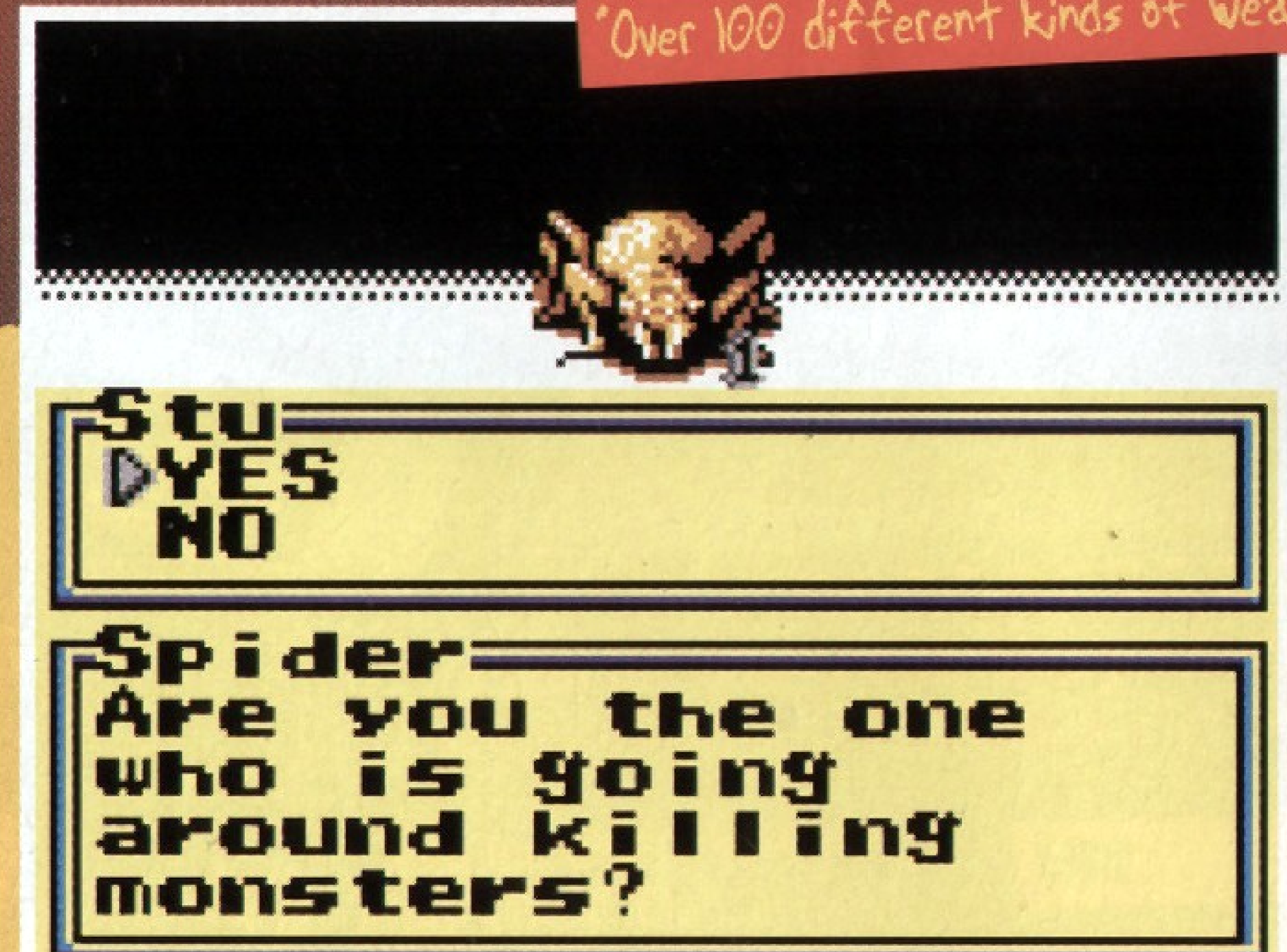
Lastability! Plenty of demon slaying depth ★★★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 91%

RPG fans will find this a revelation!

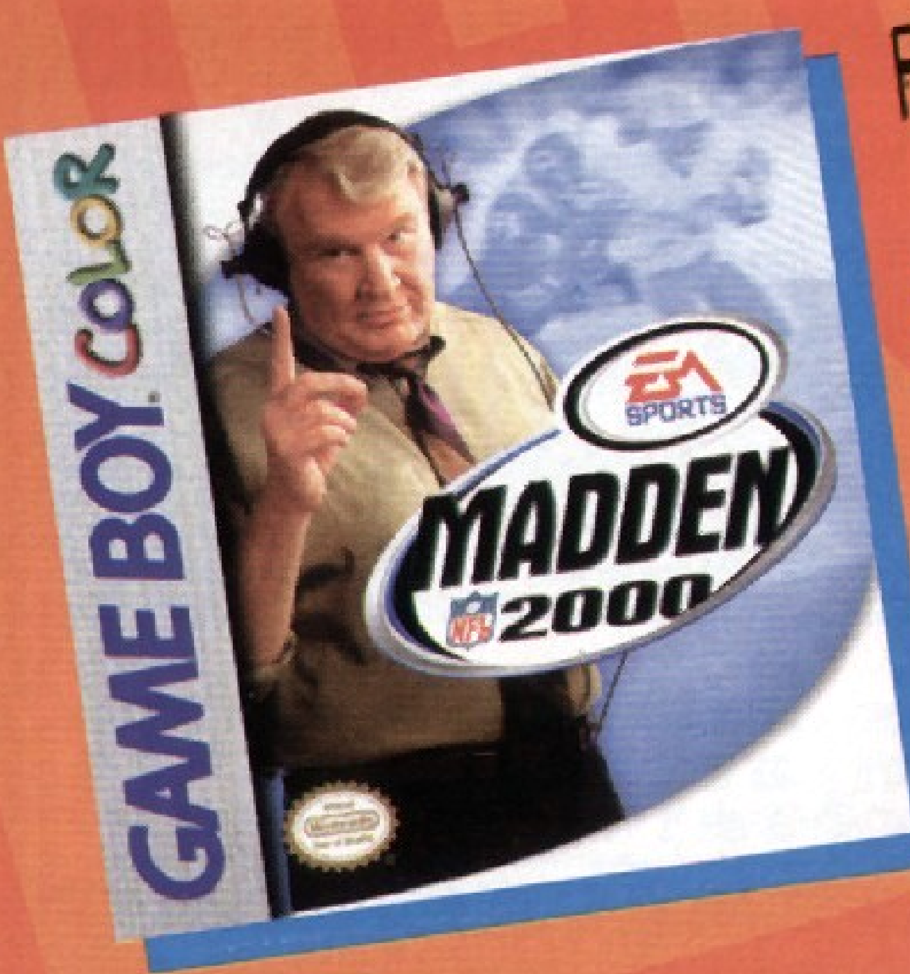
"Over 100 different kinds of weapons, armour and magical spells!"



Questions, questions. Are you really going to admit to being the one killing monsters? They might have been friends of this creature!

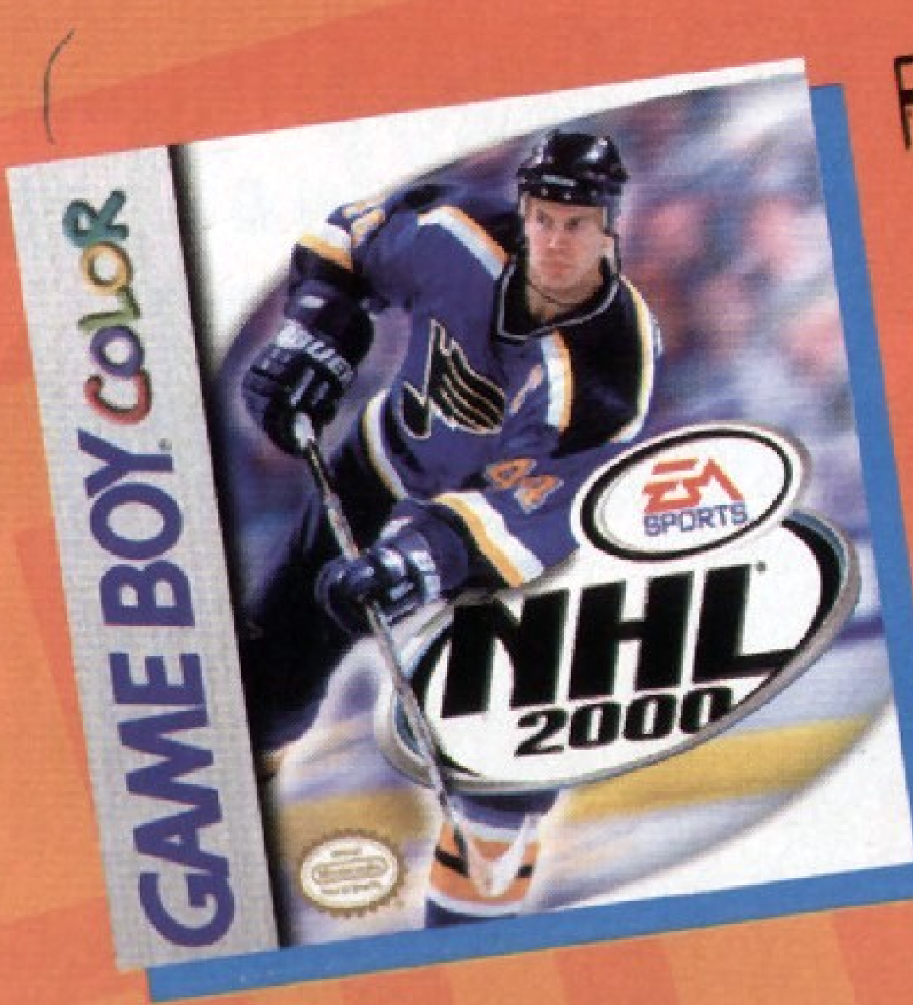


Sometimes talking doesn't work. Oh well, one sword-strike to the slimy chops it is then!



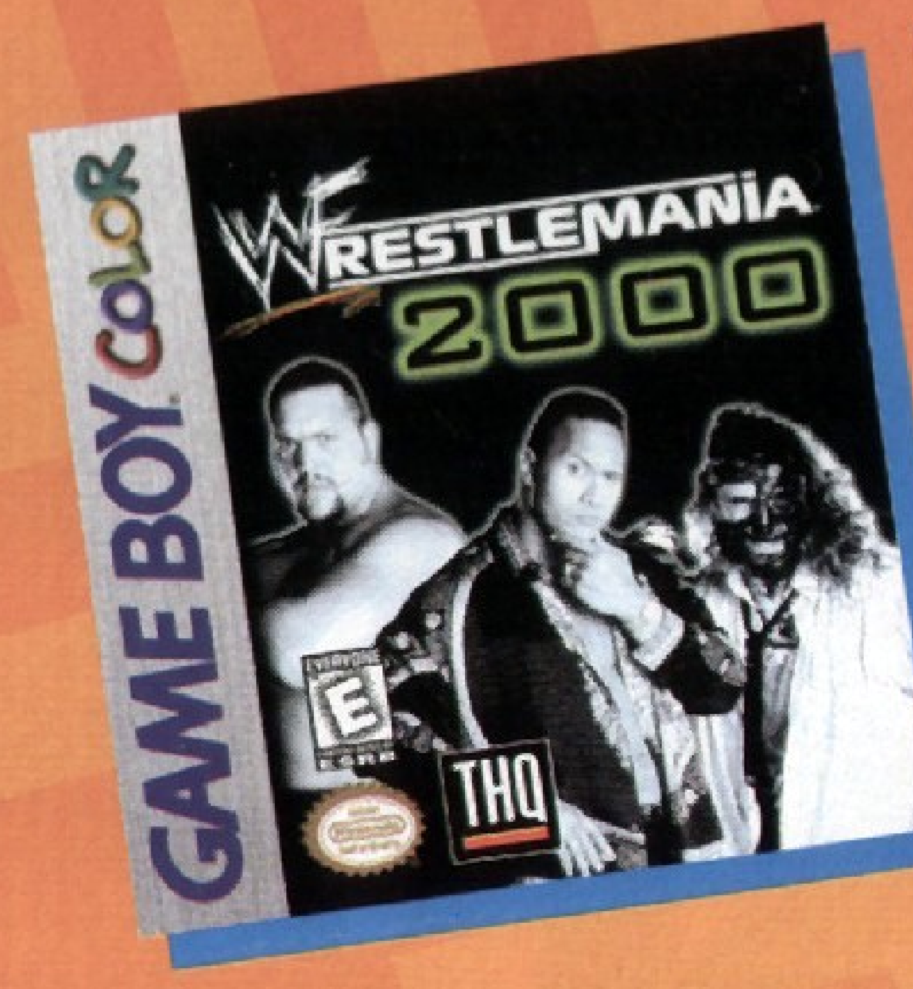
Featuring...

- Four play modes - Season, Playoffs, Exhibition and Tournament
- Complete statistics for all teams and players
- New mode allowing any player to be substituted into offensive and defensive formations
- Injuries - team members can be injured at any time



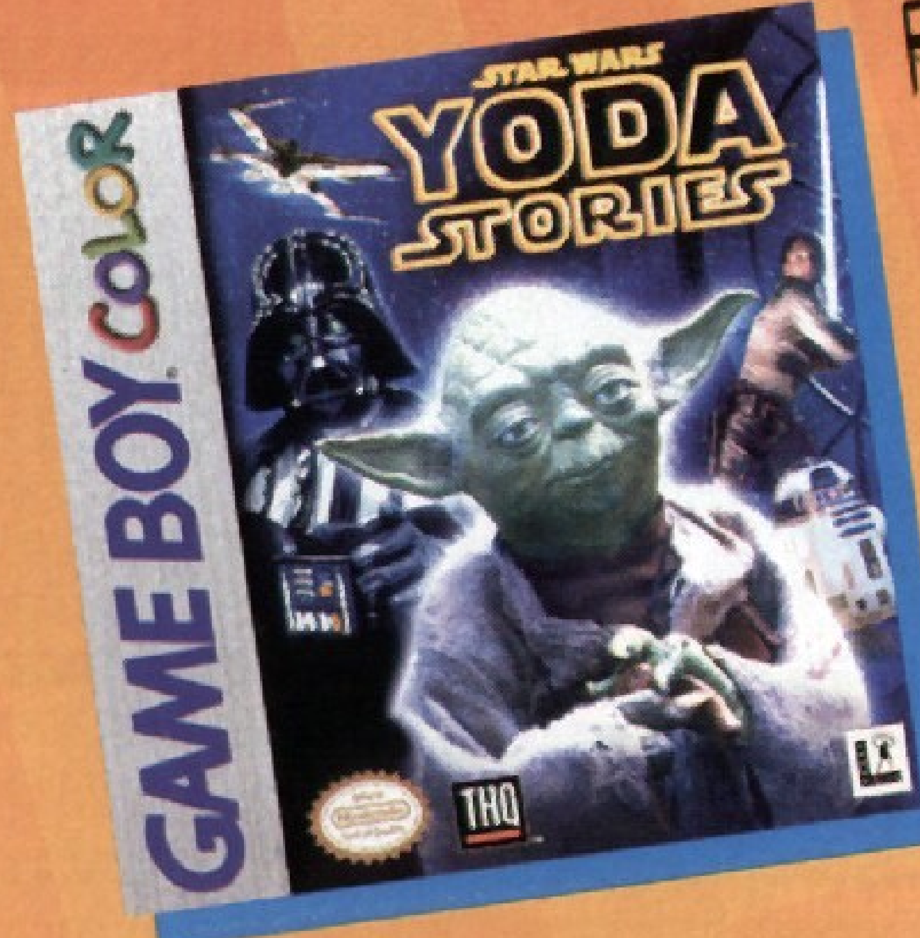
Featuring...

- Six game modes - Beginner, Exhibition, Season, Playoffs, Tournament and Shoot-out
- Over 45 NHL, International and All Star teams
- Tons of options - Line Changes, Goalie Control, Fighting, Icing, Two-line Pass violations and more!
- Complete player and team stats - edit the scoring lines before the game
- Offensive and defensive coaching strategies
- TV style replays



Featuring...

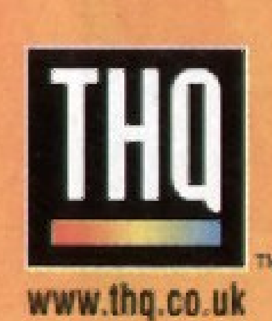
- Pre-match entrances and taunts
- More than 15 of the WWF top Superstars, including Stone Cold Steve Austin, The Rock, and The Undertaker
- Unique "Bio-Rhythm" fighting system dictates fighting style and match momentum
- The first game with DMG's link mode - Put titles on the line against a human competitor in head-to-head combat
- Cage matches, tag team, survival modes, 2 on 1 handicap matches, and more
- Backwards compatible with Super Game Boy and Game Boy



Featuring...

- Ten levels of exciting "Star Wars" action
- Numerous puzzles to solve
- Tons of weapons, characters and vehicles from the Star Wars Universe
- Varied game modes and difficulty levels
- Countless enemies all over the galaxy to defeat
- Compatibility with Super Game Boy

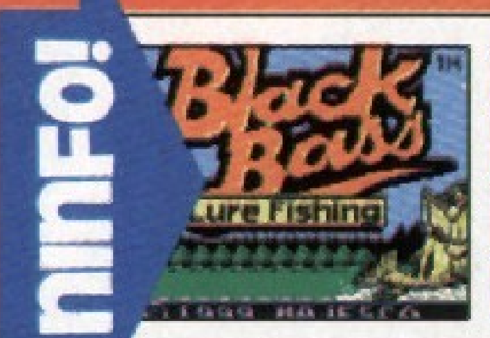
G + CLUB



www.thq.co.uk

www.gclub.net

NINFO!



How much?	£24.99
From who?	Majesco
Whenz it out?	Out now
Kind of Game?	Sports



QUICK TIP!

When a fish is giving you a good fight, 'thumbing' or braking the line is a sure-fire way to play the fish better. This prevents the reel from spinning out quickly, while allowing you to rest.

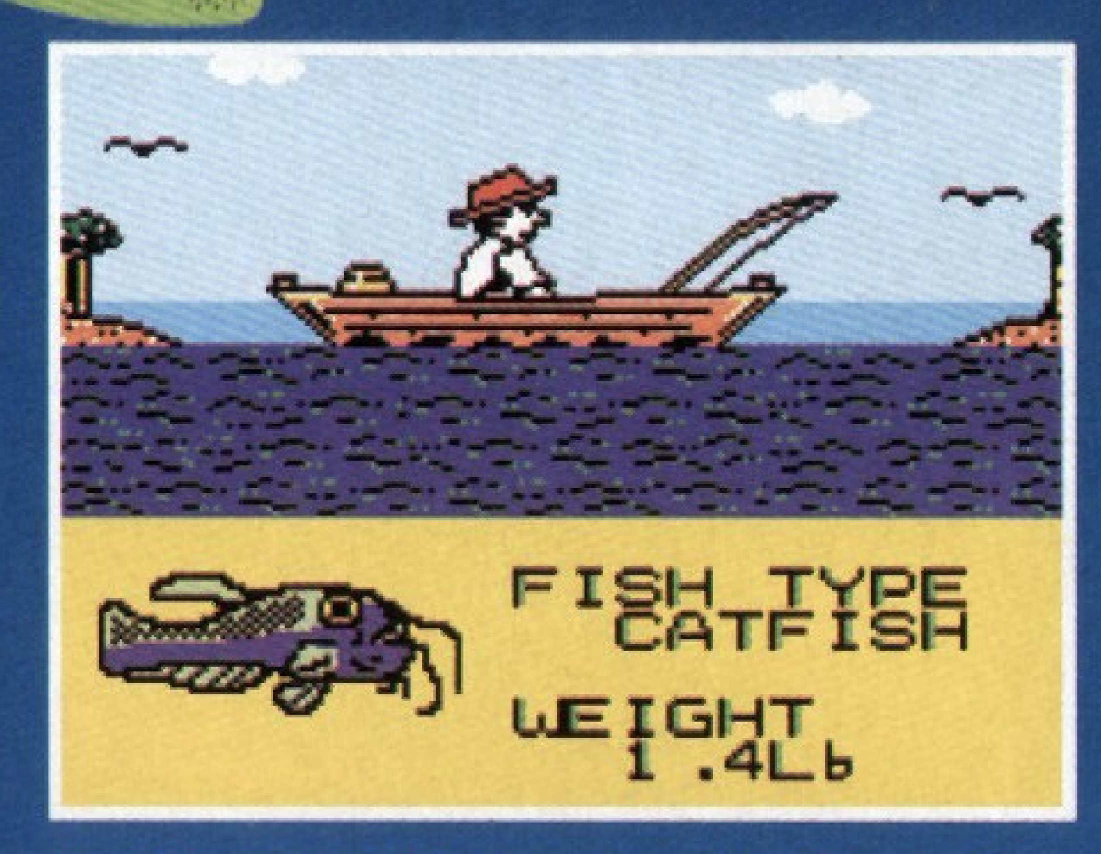
Reviewed by **Tom**



Those rainbow trout are feisty little fellas! Although, they're not very rainbow coloured!



Position your boat at any part of each lake, before selecting a lure.



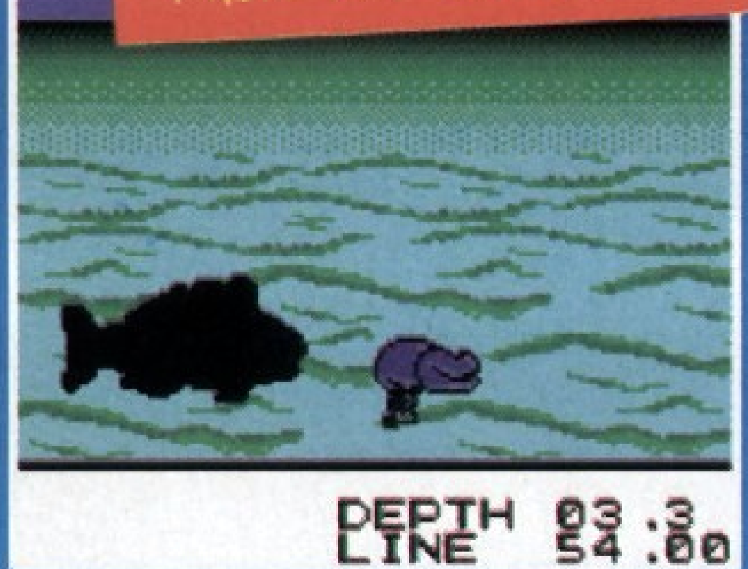
When the fish is tired out you can haul it up into the boat

BLACK BASS LURE FISHING

GO ON... REEL IT IN!

Get ready to let those reels scream! *Black Bass Lure Fishing* combines 3D action and 'reel'-time fishing on Game Boy! Now there's no need to look on with envy at the bigger console, 'cos Nintendo's foray into the watery, fish-eyed world of lures, slime and high tension is every bit as playable. You're one of a hundred rod benders taking part in the Black Bass Tournament. It's divided into three classes: one being the best, so you start in Class three. To go up the classes, you have to raise your weight average, so make sure you catch lots of slimy critters!

"There are two different lakes to choose from"



You must tempt the mystery black shadow into biting.

CASTING MENU
SELECT LURE
VIEW DATA
TODAY'S CATCH
MOVE POINT
CASTING
END/PRES.RANK

At the casting menu you can check how you are doing weight wise.

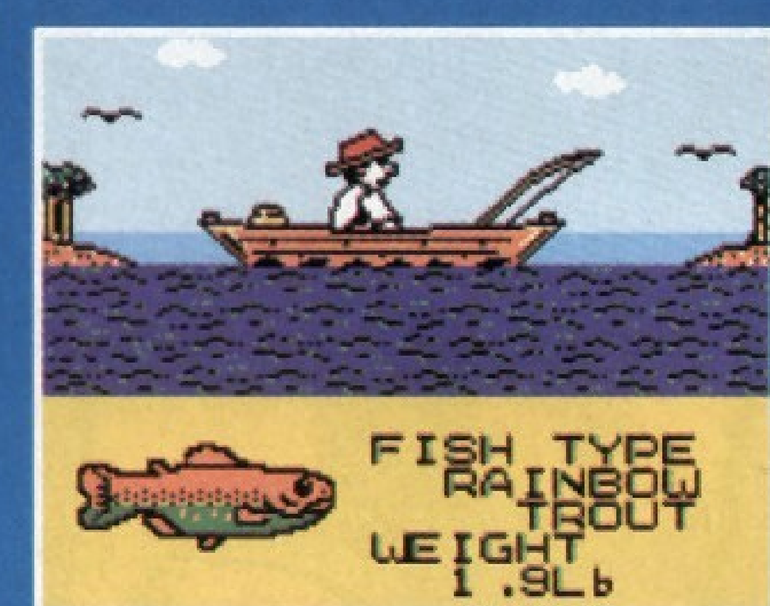


SMELLS LIKE FISH!

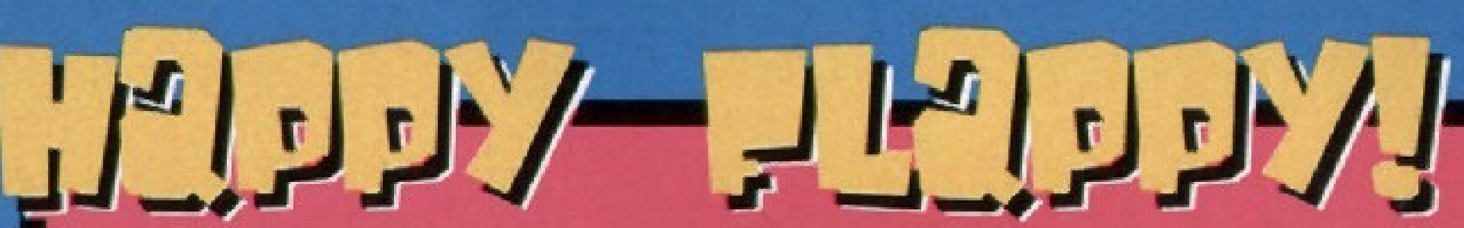
It never ceases to amaze me how many fishing games get released on consoles. Surely the whole point of fishing is getting out in the open air and back to nature! Oh well, ths is a fun little jaunt into the world of fishing. Nothing amazing, but if you don't like getting your tackle out – give it a spin!
Jem

LOVELY LAKES

There are two different lakes to choose from: Clear and Storm, each requiring different techniques to 'bag up' the maximum number of bass. To begin with, move your boat around until the desired swim is found, simply flip open your electronic tackle box and choose from one of eight lures (only three are available at first – you've got to earn the rest). Casting couldn't be easier – let the red power bar go up then cast in the direction you want. Depending on which lure you've chosen – it could be the hoppin' frog or wigglin' worm, the behaviour below (or on top) of the water changes. Make sure you don't let the tension get too tight or 'ping!' the line will snap. Black Bass Fishing is absorbing and fun, because you never quite know where the next fish is going to take a nibble. Now then, where's that flask of stewed tea...
Tom



After landing a fish, you can discover the species and weight.



There are four stages of fight in each fish...



STRONG

When you hook a fish, he'll go like the clappers...



RESTING

The fish is still really strong, but taking a breather...



WEAK

The poor creature is starting to lose it a bit. Real him in...



GIVE UP!

Now the fish is ready for the net (and the cooking pot) – tea time!




TOTAL
GAME BOY
POSTER COLOR
©Namco


TOTAL
GAME BOY
POSTER COLOR
Disney's
TARZAN™


Disney's
RZAN™


TOTAL
GAME BOY
POSTER COLOR
©Oddworld Inhabitants

Pocket Bowling

GET YOUR SWEATY SLIPPERS ON, WE'RE GOING BOWLING!

ninfo!



How much?	£19.99
From who?	Jaleco
Whenz it out?	Out now!
Kind of Game?	Sports

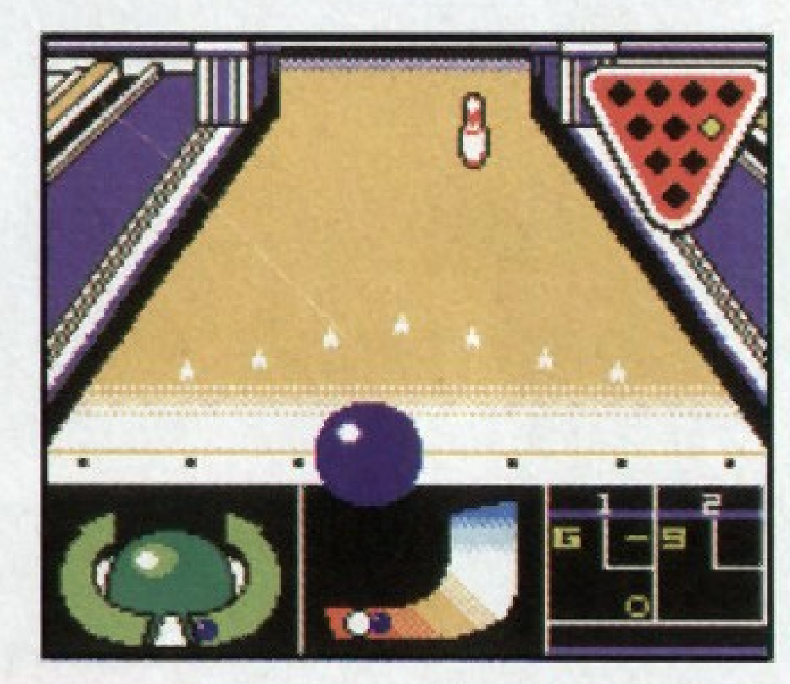


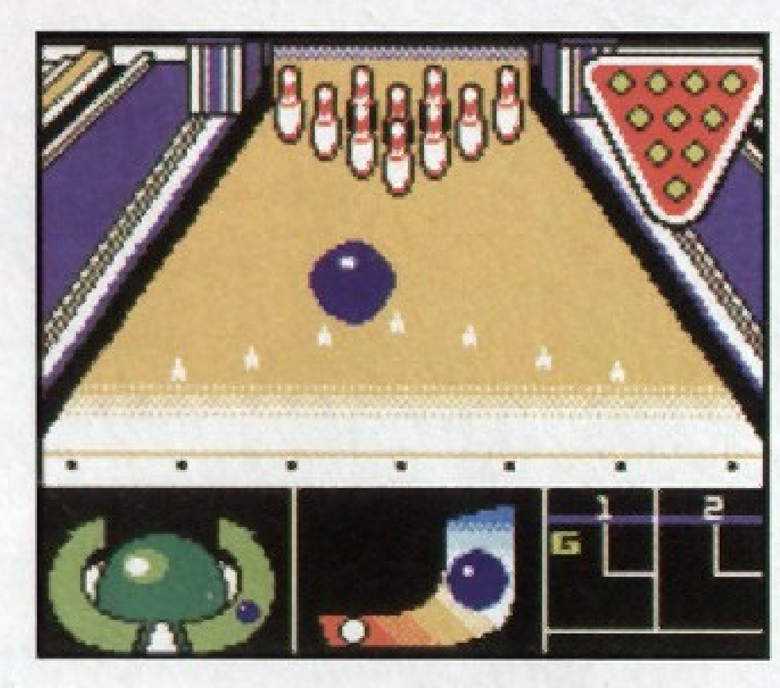
Reviewed by Jem

Considering the fact that Game Boy Color was brought out to add an excited new Technicolor edge to your portable games playing, *Pocket Bowling* is awfully... orange. In fact, there's very little to the graphics at all. They perform a purpose, but the purple bowling ball is more like a hexagon than a circle and the pins look like cricket bats.

In fact, there's hardly anything to the game itself. I mean, you can't expect a Game Boy to fully recreate the feeling of ten pin bowling, but at least you'd expect a bit of a challenge, or a sense of competition. All you get with this game is frame after frame of pretty simple bowling. Choose your angle and power rating, and let the blocky ball bowl along, possibly hitting one or more pins. You can choose a character, giving the effect that you're part of a gang for the tournament, but if you like this title, you're really all on your own.
Jem



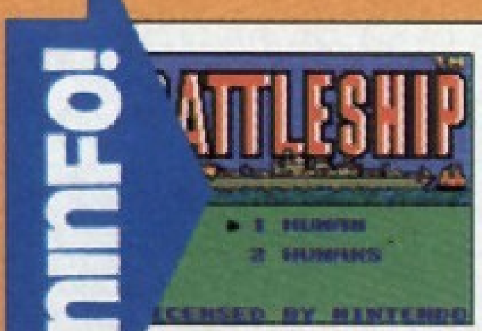




Look, I'm bowling with a rhomboid!



ninfo!



How much?	£19.99
From who?	Take 2
Whenz it out?	Out now!
Kind of Game?	Strategy



Battleships

NOW YOU CAN SINK BATTLESHIPS ON THE GO!

Reviewed by Jem

What can you say about this classic old pencil 'n' paper to Game Boy Color creation? It's... erm... *Battleships*, really. Each player has a grid where four water-based ships (an aircraft carrier, battleship, destroyer and submarine) are placed. Your opponent doesn't know where you plonked yours and vice versa.

By taking one turn at a time, you've got to guess where the enemy ships are – simple, eh? The trick is to try to find the trickier small craft, of which there are two. The tension builds as you get that whistle-y bomb noise, then the dreaded message that you've missed. It's really satisfying when you make a hit, and the game converts perfectly onto the handheld format. With the added bonus of special items (be it a four square radar or tipple missiles), you'll be shouting, "You sank my battleship!" for hours to come. Hit, miss or maybe... it's a hit!
Jem

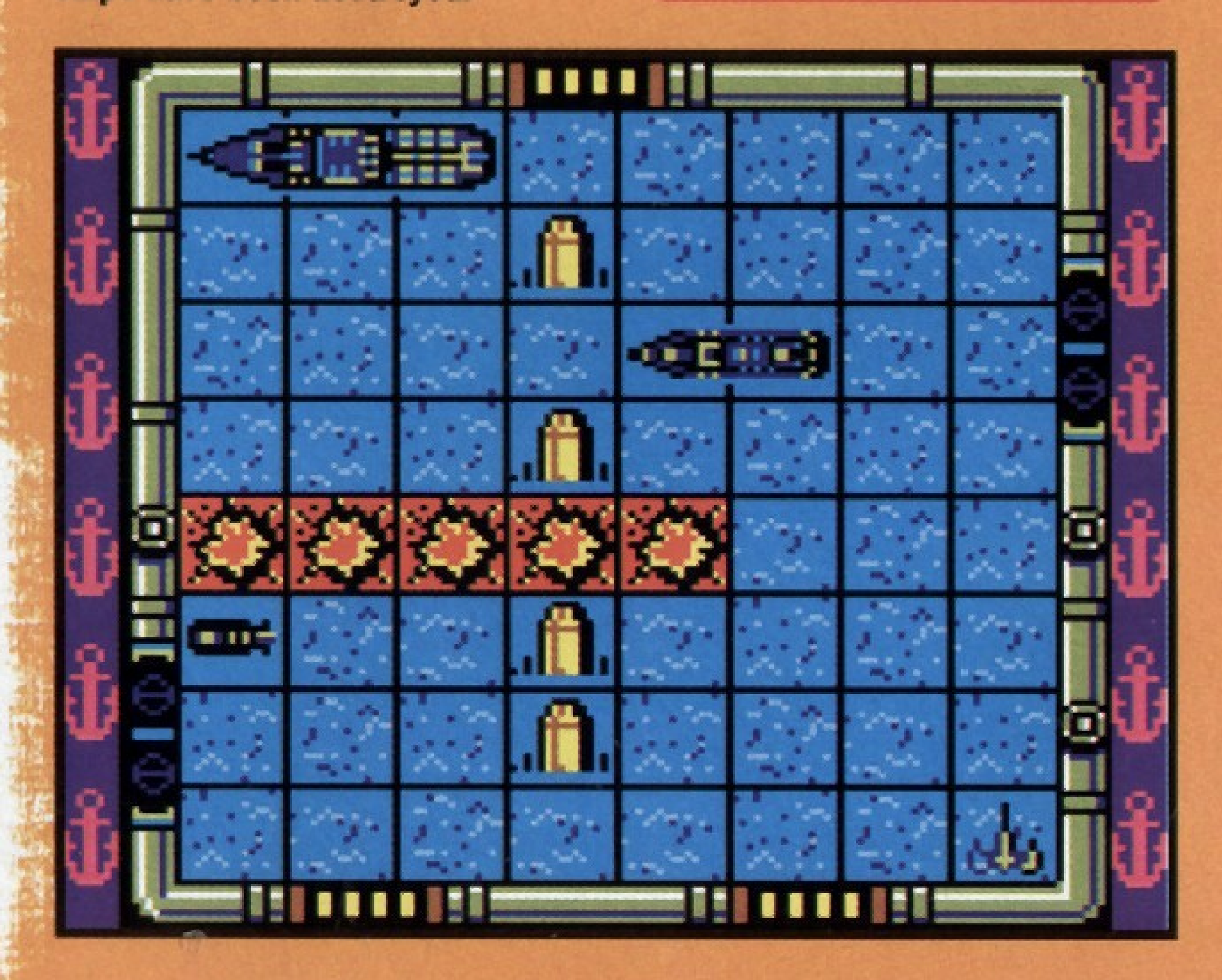


It's a hit! You sank my Battleship!



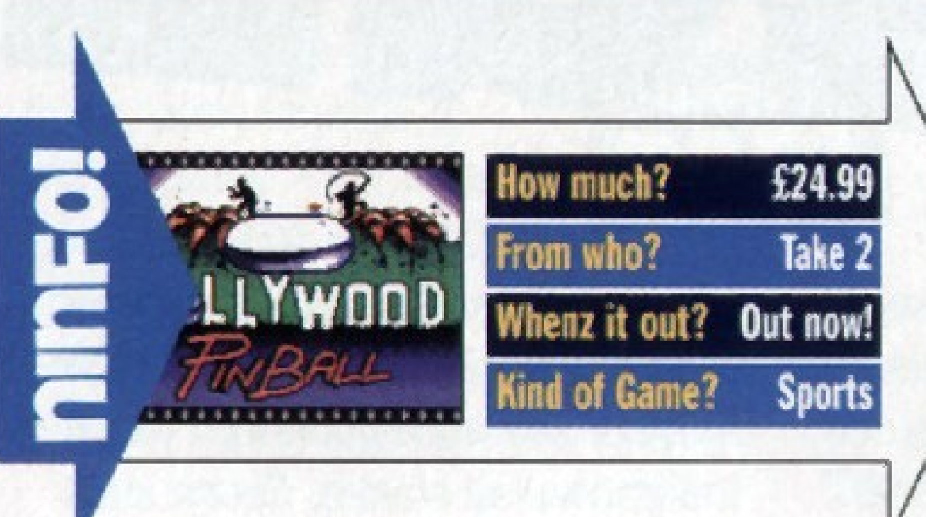
As the grid shows, two of the ships have been destroyed.





Reviewed by Tom





Hollywood Pinball

Hooray for Hollywood! All your movie faves are here...

Tarantula's *Hollywood Pinball* does exactly what it says on the box – provides a range of exciting pinball tables themed on some of Hollywood's most memorable films – all are unofficial, but it's obvious which films they're referring to!

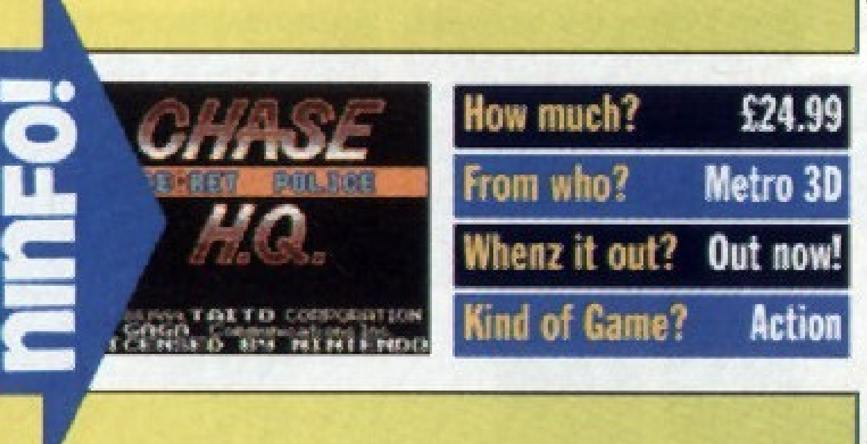
There are eight in total including Shark! (no prized there), Double Agent, Motel Hell, The Adventures Of Robin Hood, Terror Dactyl and Ancient Temple Of The Aztecs. The speed of the ball is such that you have plenty of time to react to most situations, which adds to the longevity of the game.

The Robin Hood table is a good example of what follows with most of them – there's a hand full of feature areas which need to be activated. For example, activate three keys near the top and the castle opens up – bonus central! Similarly, a treasure chest can be plundered for a massive bonus. There's plenty of variety with each new table and *Hollywood Pinball* represents amazing value for money.

Tom









Ooo, go on, chase me! The police go all pantomime!

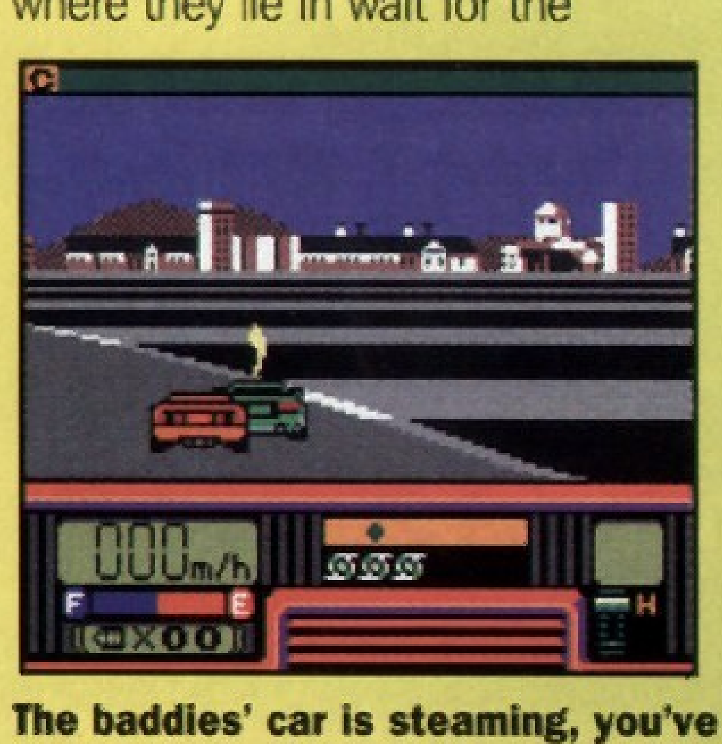
Reviewed by Tom

Go ahead punk, make my day! Only older readers will remember the original arcade smash hit *Chase HQ*, or perhaps you can cast your criminal minds back to 1990, when it first appeared on the original Game Boy? No matter, you'll need your wits about you (or a few episodes of The Bill under your belt), because *Chase HQ: Secret Police* is back!

Your assignment is to bring in mobile criminals by ramming or shooting them into submission. To help you achieve this; you must pick three ready, willing and able 'Secret Police' to assist you. Each one is a specialist in speed, strength, shooting or a good all-rounder, suffice to say they must be placed on a map of the city where they lie in wait for the criminals. As soon as one arrives on-screen, you must try to catch them by cunning tactics (and a bit of luck). After this, the 3D action kicks in and a hot pursuit ensues. Using all of the most devious methods available to you, you must repeatedly ram the felon or him/her into submission.

Sometimes they're riding bikes, but more often than not, they're in powerful cars, which get progressively harder to knock out. Other obstacles such as barrels get in the way two, which only adds to the excitement and mayhem. *Chase HQ: Secret Police* certainly isn't a cop-out, but it does get tough. Hang on in there though and it just gets better and better!

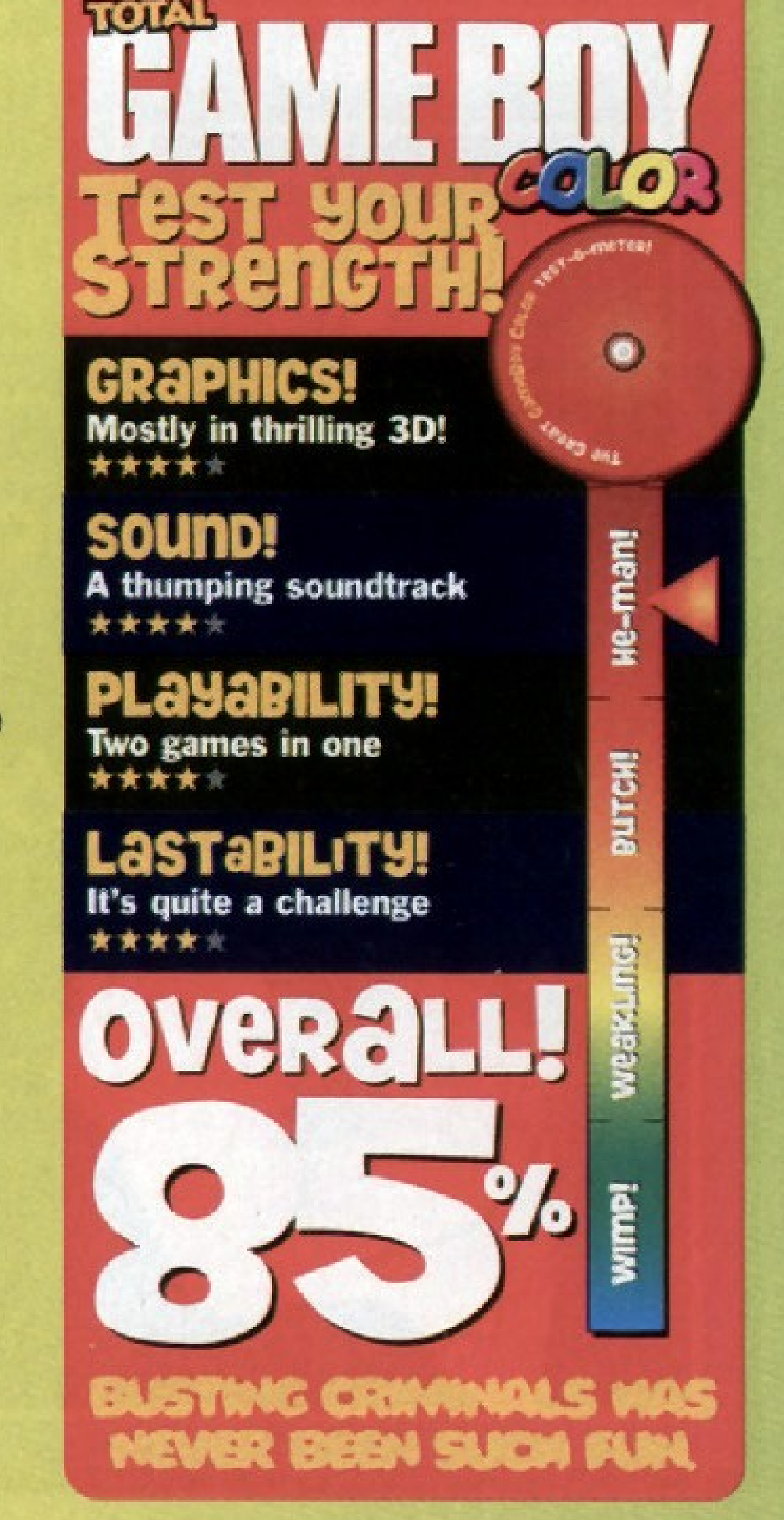
Tom



The baddies' car is steaming, you've got the blighter!



If you run out of ammo, try smashing into the felon repeatedly.



ninfo!



How much?	£24.99
From who?	Tarantula
Whenz it out?	Out now!
Kind of Game?	Sports



QUICK TIP!

Watch out for the opposition's tactics. More often than not, they'll launch a high ball (the Graham Taylor method) into your half. Boring, but direct and it always seems to pose a threat.

Golden Goal

The Game Boy has gone soccer mad, and the best of the bunch is...

Reviewed by Tom

Phew! That's not the final whistle, but we wish it was, because this month has seen the influx of three (count 'em) football games on Game Boy Color! We're just a bit out of breath, what with all this dashing around the pitch chasing an inflated cow's bladder.

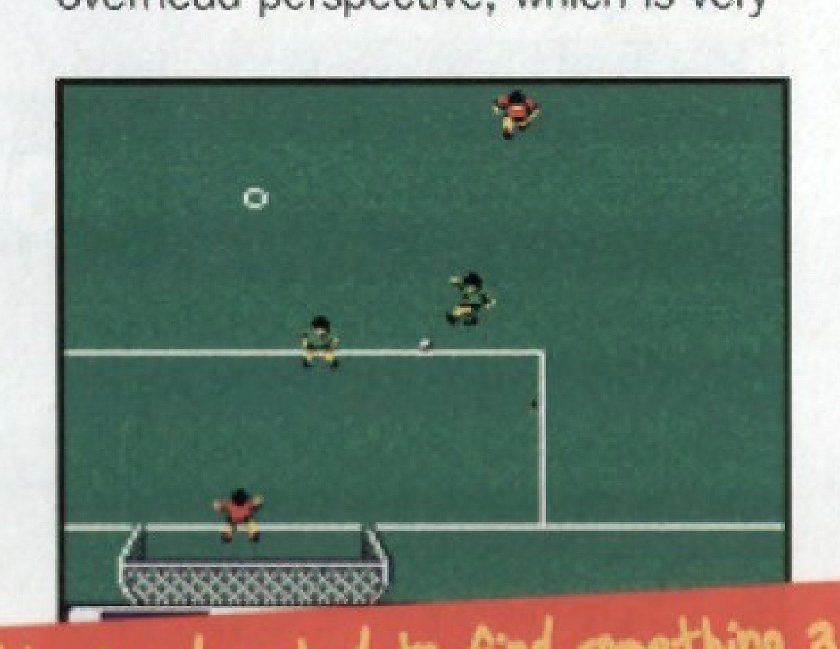
Golden Goal does what our perky little handheld appreciates the most, in providing a simple graphical interface and loading it with playability. The overhead perspective, which is very reminiscent of the classic old Amiga game *Sensible Soccer* (we're sure you've heard of it) works a treat, but when there are more than half-a-dozen players in view at the same time, it can chug along a bit.

Tons of teams

The important thing is that the game works well in the one-player mode and there are an astonishing 52 teams from five continents to choose from and alter team tactics. From the main menu, players can choose to play in a friendly or go for glory in the Tournament. The Game Boy's brain takes care of who you're drawn against and if you want to pop off for a cuppa halfway through there's a save game option, too.

They're all international teams, so you can help England qualify for the finals – now there's a thing! On screen the players can head, volley and even use after-touch to confuse other player and, of course, the opposing goalie. *Golden Goal* kicks most of the opposition into touch in the gameplay stakes. Go on stick your boot in!

Tom

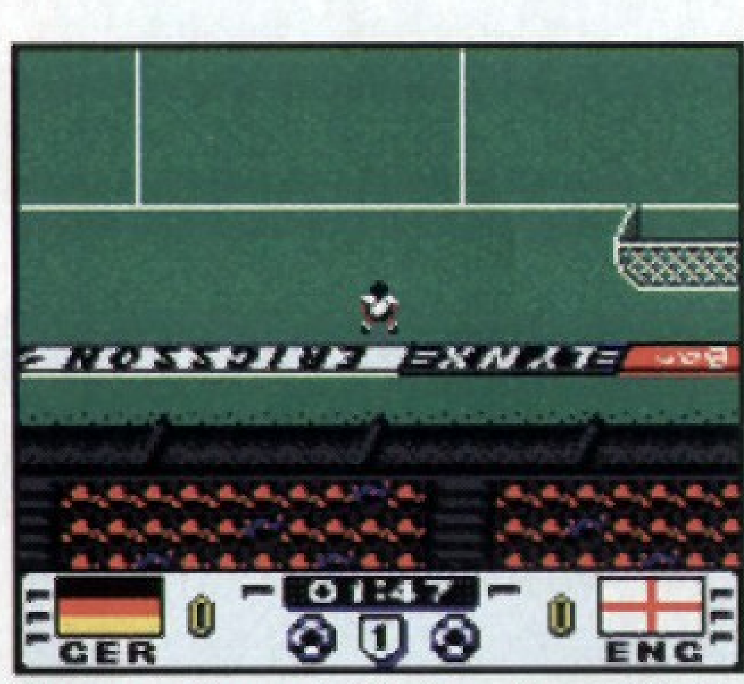


"for some handheld footie action you'd be hard pushed to find something as satisfying."

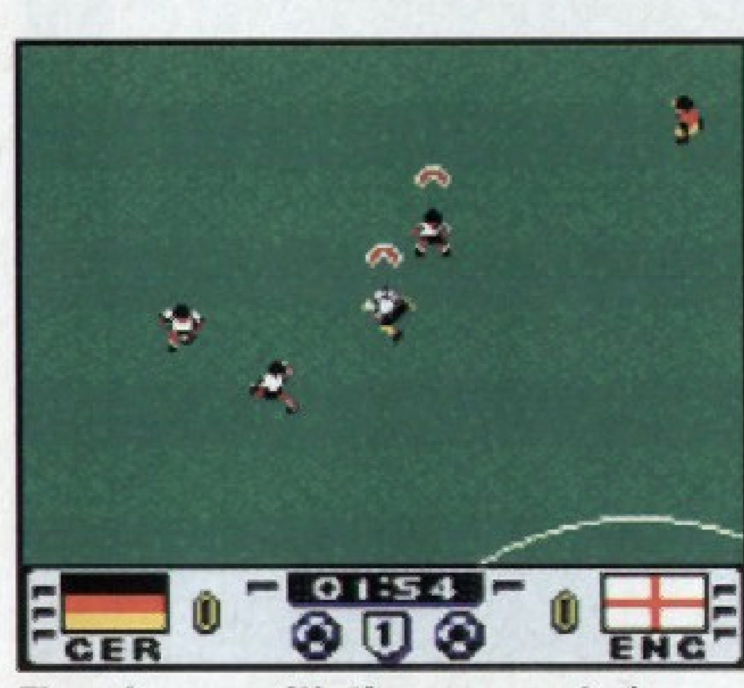
Been around the world...

Outdoing the other two football games by quite some considerable margin, Golden Goal allows the player a full choice of international talent and all the real names are in here!





The crowd are getting restless! Try to give 'em something to cheer about.



The players with the crescent shape under them are nearest the ball.

2nd Opinion!

Hip Hip Hooray!

Being a portable little gem it is, the Game Boy Color will allow you to play this to the extreme. Complementing the Game Boy perfectly is the enjoyability factor of the proceedings. Obviously, it is nothing on the real thing but for some handheld footie action you'd be hard pushed to find something as satisfying. The game is beautifully presented (if a tad tiny) and you can play as any of the top premier sides. It's a cool top down perspective too which works far better than other Game Boy footie games. Nice one!

Ben

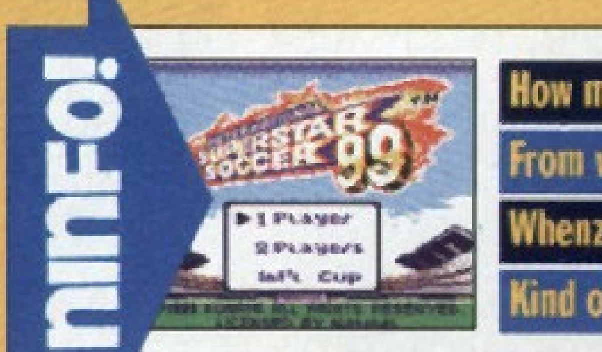




Some of the crowd are on the pitch!

ISS Pro '99

ninfo!



How much?	£24.99
From who?	Konami
Whenz it out?	Out now!
Kind of Game?	Sports



Over on the PlayStation *ISS Pro: Evolution* is causing a real stir, but Konami hasn't relegated Game Boy Color footie fanatics to the sidelines – not by a long shot! With over 30 international teams to choose from, each in their unique kits, *ISS Pro '99* has converted reasonably well.

Reviewed by Tom

The screen gets quite busy with players dashing around, so slowdown can hamper the graphics-hungry sideways perspective, but it works well, particularly if you can hook up to a friend's Game Boy Color for two-player antics! There's so much stuffed into *ISS Pro '99* you will still be playing it at Christmas, particularly with the range of moves on offer. Players can opt for an Exhibition match or go for the full-blown International Cup, too. Let's be honest, it's a tough game to convert, but this is OK!

Tom









You can practice penalties before starting a game.

ninfo!

How much?	£24.99
From who?	Take 2
Whenz it out?	Out now!
Kind of Game?	Sports



Three Lions

They're still on your shirt, but please don't sing!

'Three lions on a shirt, Jules Rimet still dreaming...' does the latest little footie game on the Game Boy Color live up to it's legendary title, though? Well, yes. There maybe nothing outstanding about it, but it's a great little game.

One of the best things about *Three Lions* is the ability to select different versions of the match music. There are loads of songs including 'Always Look On The Bright Side Of Life' and 'Oops Upside Your Head', but there's no Three Lions! What's that all about?

Reviewed by Tom

Graphically, the tiny little pixelated players provide a service, and it plays very easily indeed, as long as the light is right. Every team from the World Cup is in here too, adding a great level of realism to your tournaments. This great title will certainly let an hour or two fly by, if you're good enough at it.

Tom







ninfo!



How much?	£24.99
From who?	Namco
Whenz it out?	Out now
Kind of Game?	Arcade



QUICK TIP!

COME ON, IF YOU NEED ANY TIPS ON HOW TO PLAY PAC-MAN, YOU REALLY SHOULD HAVE VENTURED OUT OF YOUR WWII SHELTER SOME TIME IN THE LAST FIFTY YEARS. OH, OKAY, YOU HAVE TO BE EXTREMELY FAST!

Pac-man: Special Color Edition

LET'S GET THOSE PESKY GHOSTS!

Reviewed by Jem

Waddaya mean you've never heard of Pac-Man? For those of you who can't even remember when Sonic the Hedgehog was first conceived, this rotund yellow chap was possibly the biggest videogame star in the world when he made his debut back in the arcades of the early eighties. His continuing mission to shoot around psychedelic mazes fleeing from Technicolor spooks and eating everything in his path sent arcade fans all over the world Pac-Man bonkers and screaming for more. In those days you needed an arcade machine the size of a small car to play – this time you hold a perfect full colour version, plus a second game, in the palm of your hand!

TWO FOR ONE

With the Game Boy Color debut of Pac-Man, you get two great little arcade games: the original *Pac-Man* adventure and *Pac Attac*, which is another arcade classic, Tetris, with a twist. The former is inevitably nothing special. The point of buying this cart is simply to own a legendary arcade classic in miniature. The latter game is playable both as original arcade mode and the more tricky and long-lasting puzzle addition, as you build up your blocks of ghosts to ensure that the falling pac-men will gobble them up in the right way. Just like the original Tetris, this starts laughably easy before it infuriates you, urging you on to play again and again.



Pac Attac gives a whole new twist to the Pac-Man theme.

GOBBLIN' GHOSTS

Don't buy this cart if you want to make full use of your Game Boy Color, but rush out and get it right now if you have any interest in old

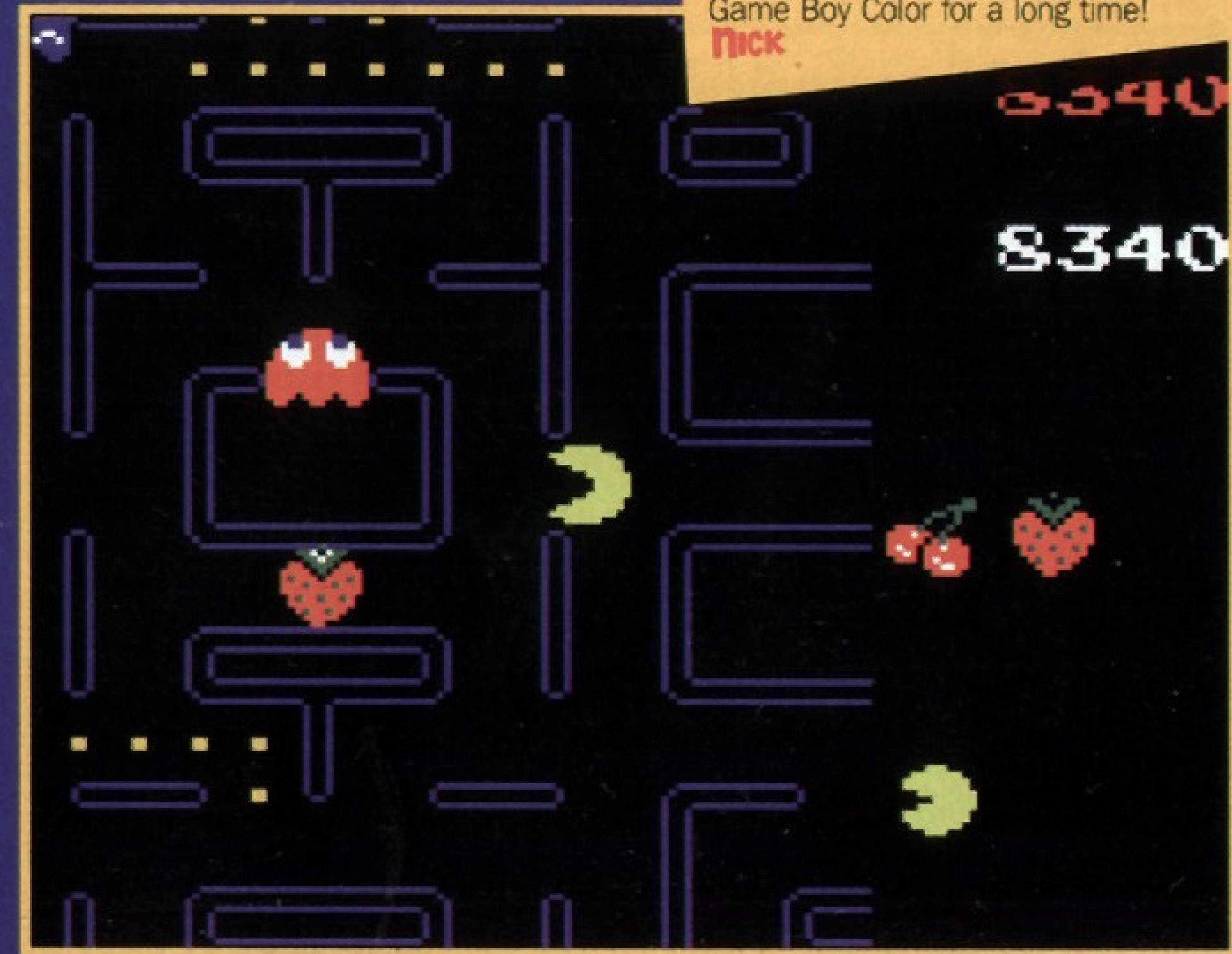


2nd Opinion! I REMEMBER WHEN

Anyone old enough to remember Pac-Man shouldn't be reading this magazine... well, okay you can, but you can't start talking about 'the war'. Sadly, I am old enough to remember the original *Pac-Man* games, but that does make me qualified to tell you that this new handheld version is pefect in every way. There's something about the music and sound effects of a *Pac-Man* game that gets me all emotional. Needless to say, this game is one that I'll keep in my Game Boy Color for a long time!
Nick

HIGH 12300
1UP 12300

Pac-Man is a hero to a whole generation!



It's not all just roaming around each power pills and scoffing ghosts you know – there's fruit on the menu too!



Take Tetris, add a sprinkling of Pac-Man, and you've got Pac Attac – a surprisingly addictive game!

They're ready to rediscover the classic gameplay of Pac-Man – are you?

videogames. Or if you actually prefer to spend your time twiddling away with an old nostalgic maze adventure rather than experiencing all the latest Game Boy releases. They don't make 'em like they used to!

The graphics are a perfect rendition of the trusty old original, as is, unfortunately, the music. The tunes are so bleepy they will drive you utterly insane unless you have the common sense to turn it right down. Otherwise, both old Pac-Man lags and the new kids on the block will no doubt be smitten!

Jem





It's no good curling up in a ball to escape the wrath of the dreaded ghosts – Pac-Man has to be quick on his toes!



Anyone old enough to have danced to Rick Astley at the local disco will go mad for Pac-Man!

PAC-MAN: THE EARLY YEARS



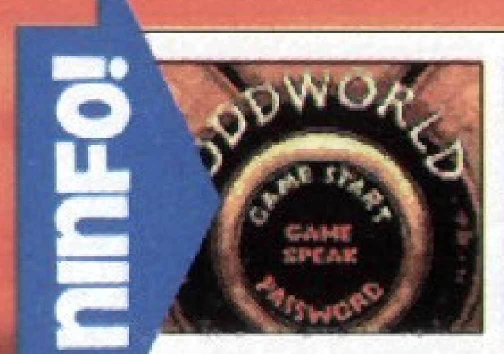
It's nearly two decades since the little round yellow one first chomped his way into the affections of the arcade-playing universe. In Japan, where, like so many other luminaries of videogame celebrity, he was born, he was named Punk-Man, but the West decided that this name gave out the wrong signals to kids, and henceforth, Pac-Man, the pill-popping, fruit chewing ghostie grabbing freak lived.

When Namco first introduced the game to arcades in 1980, people decided that they couldn't get enough of him, and so the Pac family grew, introducing Ms. Pac-Man, Pac-Man Jr and even Grandpa Pac-Man, all of whom had their very own games built around them.

The whole family then appeared in their own cartoon, Pac Land. The games have appeared on nearly every games platform possible, from Atari to N64, and the ZX Spectrum to... Game Boy Color! However, fanatical player Billy Mitchell of the USA never reached the highest possible score of 3,333,360 until earlier this year.







ninfo!

How much?	£24.99
From who?	GT Interactive
Whenz it out?	Out now!
Kind of Game?	Platform



QUICK TIP!

Don't try chanting near one of the glowing orbs or you'll get a rather electrifying surprise! Poor old Abe doesn't take much punishment before he gives up!

ODDWORLD adventues II

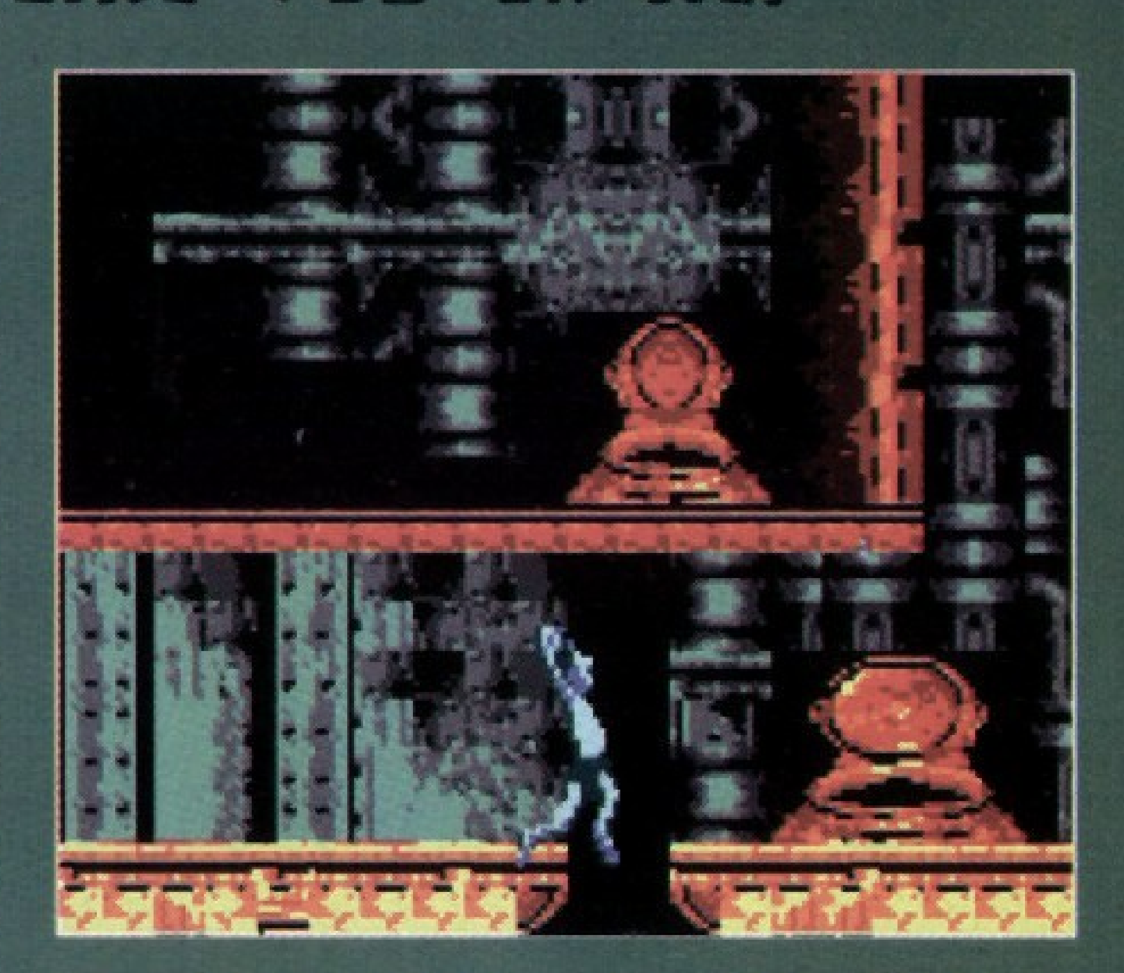
HE NATTERS, HE FARTS – IN FACT HE'S JUST LIKE YOU OR ME!



First order of the day is to make some friends and to do this Abe only has to say 'hello'!



That's a bit harsh – Abe has just made a new friend, now he's ordering him to work!



It has to be said: Abe leaps like a girl, and a girl doing ballet at that!

Reviewed by ROY

The original Game Boy Color version of *Oddworld Adventures* was a fun game but in the end it was a little disappointing because it didn't make full use of the Game Boy Color's... well, colour! That's all changed for the sequel though because for *Oddworld Adventures II* GT Interactive has outdone itself by stretching the Game Boy Color's capabilities to the limit!

Quite simply, *Oddworld Adventures II* is a beautiful-looking game. The graphics are large, colourful and incredibly detailed, particularly when you consider the size of the screen. The control system is extremely responsive and there is a range of weird and wonderful characters to meet, greet or do away with!

Tell Us a Story

The story behind the game is fairly simple: having managed to survive his previous adventure Abe is now out to rescue yet more of his fellow Mudokens. They are all being forced to work in a factory producing a new Glukkon product called Soulstorm Brew, the contents of which... well let's just say that our hero Abe is not happy about what goes into this gloopy stuff!



What's that smell? Oh Abe! What was it? Beans for lunch again?

To get past some obstructions in the game Abe needs to crouch down and roll. You'll soon get used to the controls.

ARE YOU TALKING TO ME?

If you've played an Abe game before then you'll already know that Abe can talk (in a sense) and that communication plays an important part in the puzzle-solving elements of the game. From the title screen you can access a list of Abe's vocal commands and the speech for two other characters that you get to control.







Of course if goes without saying that the Glukkon management aren't going to let Abe ruin their business without a fight and they've got a whole heap of Slig guards armed and ready to take him on.

Piles of Puzzles

As in the first game, a large part of the gameplay in *Oddworld Adventures II* involves solving puzzles and a lot of these require Abe to communicate. Communication is achieved via a combination of the Select button and various directions on the D-pad and Abe burps and whistles merrily to each new creature that he meets... oh and he farts too – pretty toxic ones at that!

Several puzzles require you to utilise the talents of different creatures and you do this by possessing them using Abe's chant. At this point control switches to the new character and for a short duration you play as them – until they meet their demise at which point control switches back to Abe.

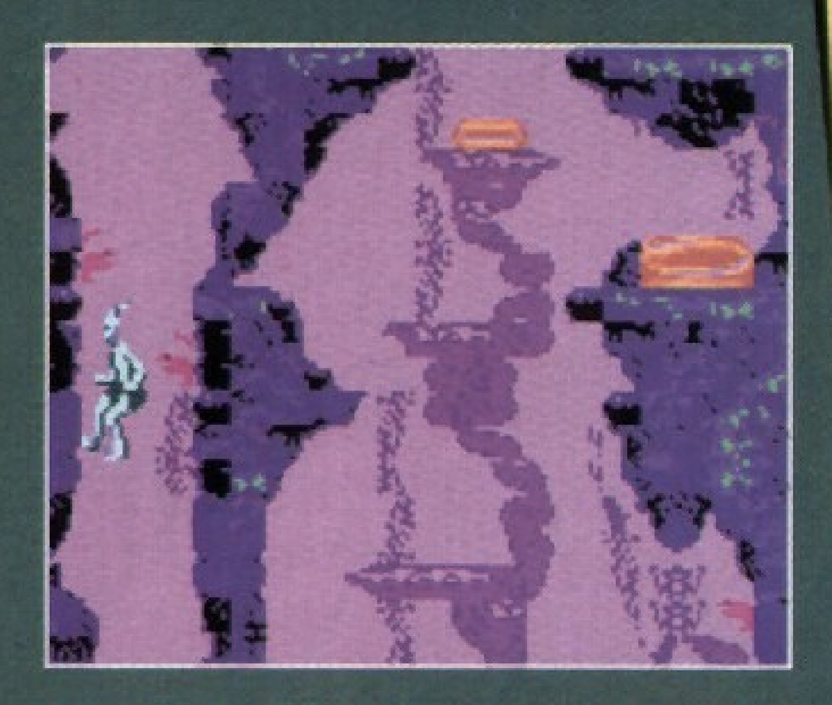


At the beginning of the game and at the start of each successive level the story is told through screens like this.

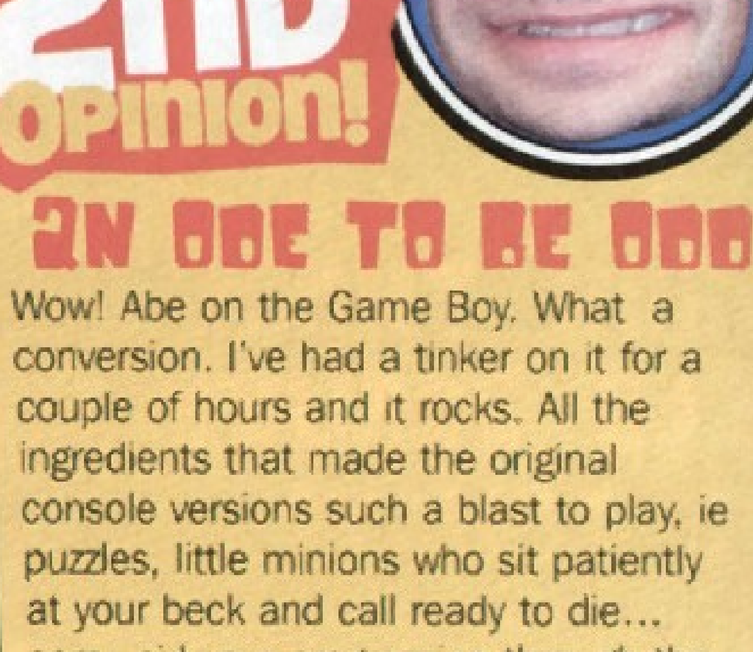
Oddworld Adventures II is a superb Game Boy Color game that's practically impossible to fault and as such it's one that's setting the standard for future titles. If you have a Game Boy Color then make sure you add this to your collection now!
Roy

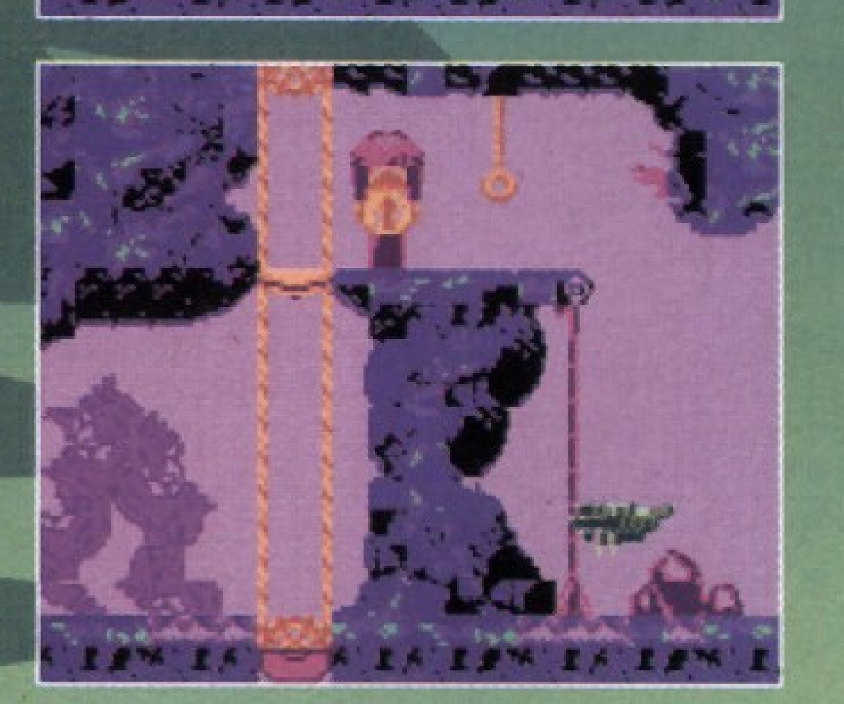


The ugly-looking creature (besides Abe himself) is a Slig. He's very nasty and very, very trigger-happy!



At certain times, it's necessary to take a leap of faith and just drop.





Here we see Abe putting his powers of possession into action to take control of the... err, slimy creature. The creature can then be used for tasks to difficult for Abe to perform.

2nd Opinion!

An Ode to be Odd

Wow! Abe on the Game Boy. What a conversion. I've had a tinker on it for a couple of hours and it rocks. All the ingredients that made the original console versions such a blast to play, ie puzzles, little minions who sit patiently at your beck and call ready to die... sorry, aid your progression through the levels are present and correct. In retrospect, it's ideal fodder with all the side-scrolling platform action, brain-fuddling puzzles and immense fun factor. You'll be there for hours helping Abe on his quest. He's such a cute little fella, too! A resounding thumbs up.
Tom

PORTAL POWER!

With Oddworld Adventures II GT Interactive has even given the screen depth! Use one of the portals that you'll find scattered around all over the place and you can move back into the screen to other parts of the level. Talk about making the most of limited screen-space!





Total Game Boy Color – Test Your Strength

Hum Dinger!

Graphics! Small but perfect ★★★★★

Sound! Abe talks! Kind of... ★★★★

Playability! It'll keep you coming back! ★★★★★

Lastability! Abe's charms are addictive ★★★★

He-man! / Butch! / Weakling! / Wimp!

Overall! 95%

THIS GAME WAS MADE FOR GAME BOY COLOR

NINFO!

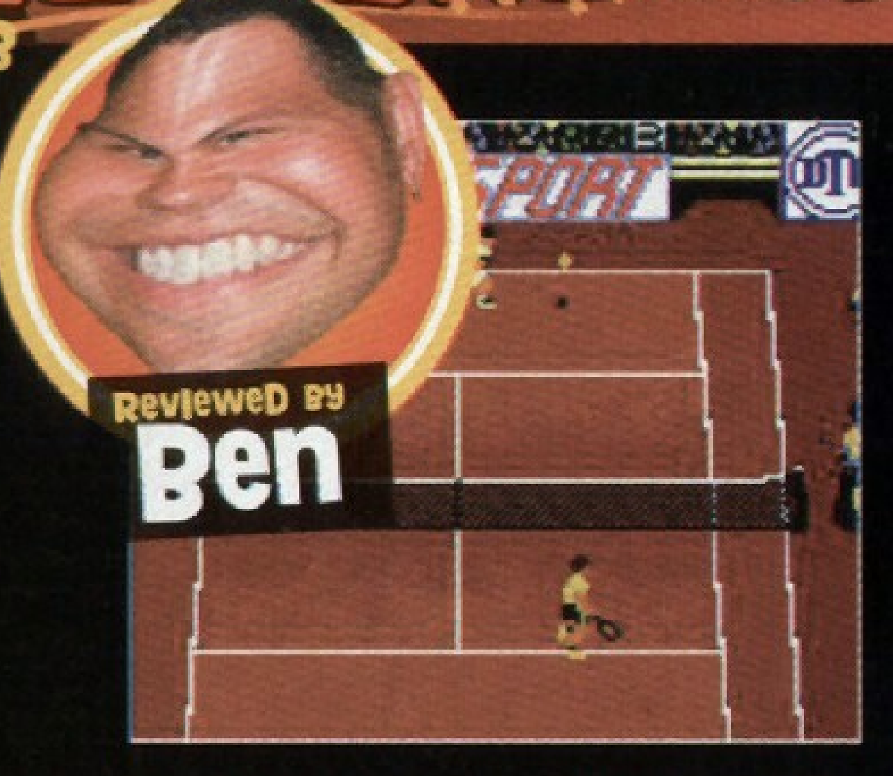


How much?	£19.99
From who?	Ubi Soft
Whenz it out?	Out now!
Kind of Game?	Sports

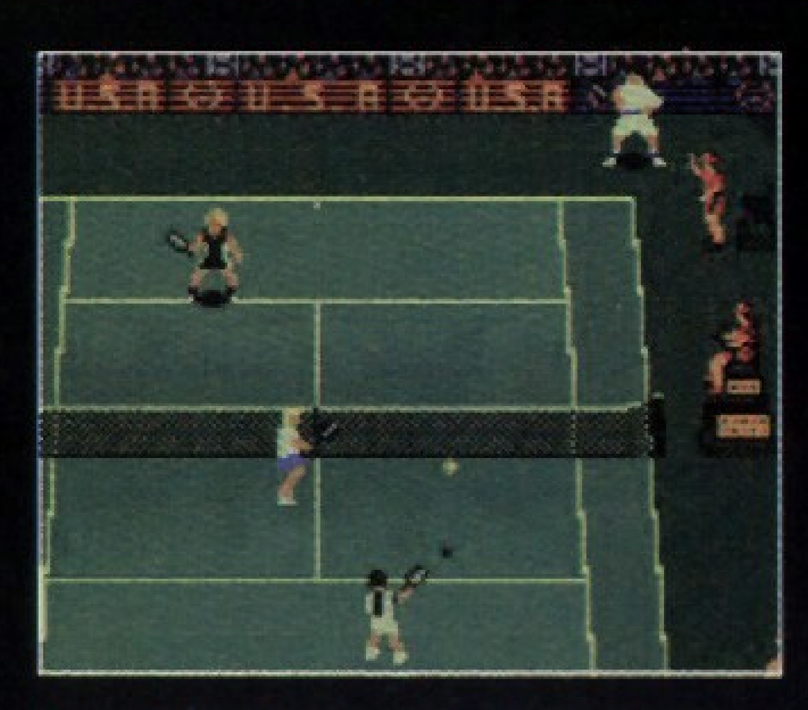


QUICK TIP!

When playing bomb tennis always try and read your opponent's moves, it often determines where the bomb will end up, allowing you time to stop it landing!



Playing on a brown court is worrying – just don't ask what it's made of!



That bloke on the side of the court looks like Ronald McDonald!



He flies through the air with the greatest of ease...

All Star Tennis '99

Whack those balls around the court!

Tennis, especially on such a small screen as the loveable Game Boy, is a particularly hard game to replicate. Hitting the ball too hard and castrating an umpire, ball persons getting walloped about the head and mobile phones tinkling annoyingly in the crowd are all extremely hard to bring to life. Strawberries and cream is just out of the question.

It is a good job then that Ubi Soft have graced us with *All Star Tennis '99*, a game where tennis is brought to life in some very peculiar ways.

First and foremost the game must be praised for the splendid use of screen space. The camera instinctively acknowledges where the ball is, allowing complete freedom of movement between the players and so keeping you within the thick of the action at all times.

Secondly, the colour palette is kept clean and crisp with defining lines between players and their surroundings. Hell, a Greek coliseum even plays host to one background allowing the player to truly feel they are honing their racket skills in some sunny environment. Well… almost. The players are swift and surprisingly graceful in their actions too, each coming complete with signature moves and distinctive playing techniques.

Game, Set and Match!

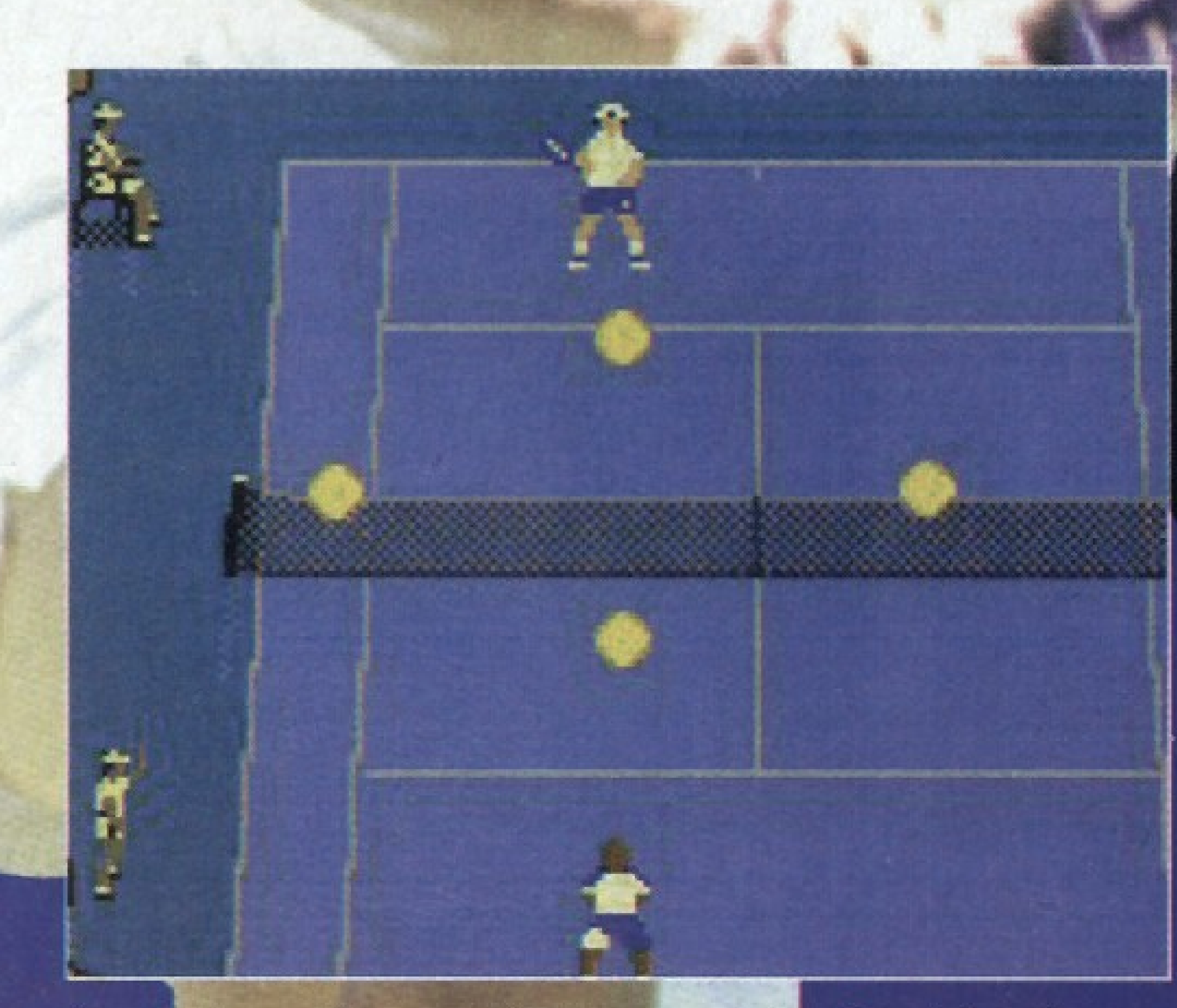
The game includes a special option, 'Bomb Tennis'. It's as it sounds – you play tennis with bombs. You playfully bounce sparking bombs to and fro, joyfully shouting, "Good shot old girl!" when your rival returns a volley, but if you drop one. Well. The bomb implants itself into the ground whereby it fizzes slowly until the fuse runs out, then it explodes. Get near it, you die. This added aspect to play is completely uncalled for. That doesn't make it unwelcome though. With the Game Boy's admittedly poor ability to wow you with realism, it heads straight in the direction of entertainment instead. If the explosive on court exploits weren't

2nd Opinion!

Top Tennis Action

You'll never get the chance of watching Jana Novotna killing someone in real life, nor will you get the chance to watch her on clay, grass, or indoor courts hitting the ball between her legs and flying through the air like some wannabe super hero. You will get to do it with this game though. It looks rough (Lowry would be pleased) but it oozes bundles of entertainment and that is what matters. When the strawberries and cream are mopped up and the rain covers are pulled over for another year, All Star Tennis '99 still stands as a proud testament to the sport. Well recommended!

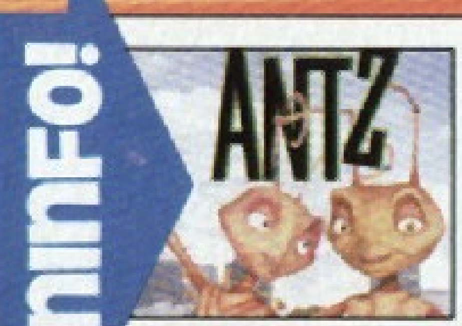
Nick



Four balls on the screen? There are lots of weird and wonderful ways to play tennis in this game!



Look at the way that player leaps! You can achieve some amazing moves in All Star Tennis '99!

ninfo!


How much?	£19.99
From who?	Infogrames
Whenz it out?	Out now!
Kind of Game?	Platform

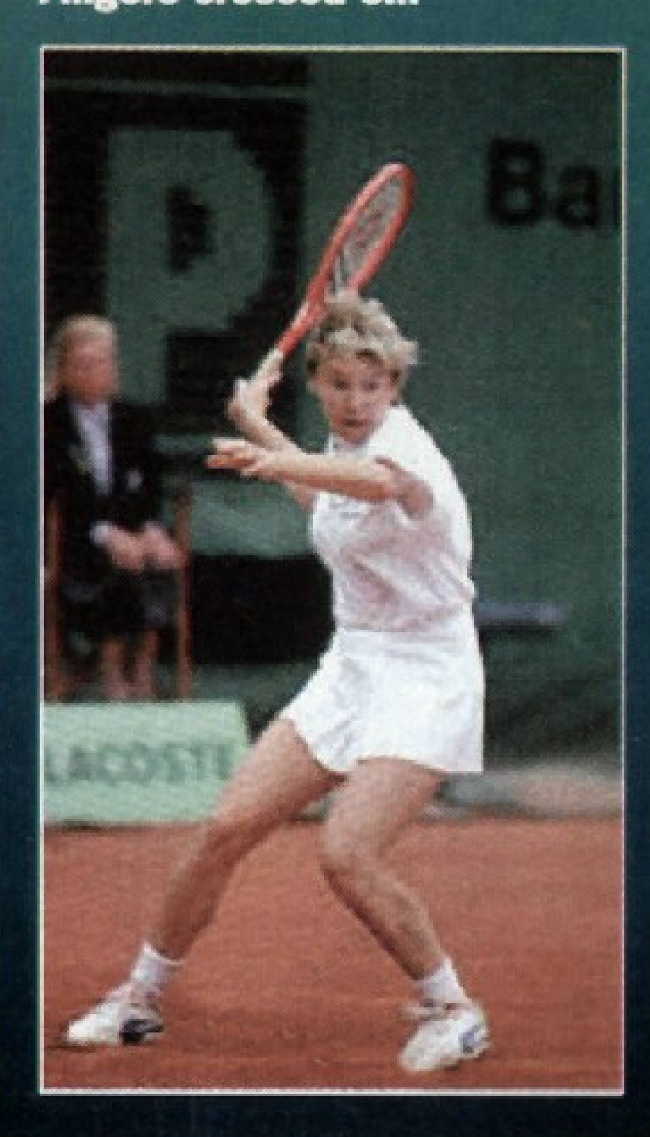


QUICK TIP!

Remember to be on the look out for elusive rings. They may seem hard to access but if you put your mind to it there is always a simple solution to your problems!

SHE IS THE CHAMPION!

Luckily for Ubi Soft, Jana Novotna won Wimbledon this year, a move that will quickly help establish this game as rather 'up to date'. Now, if Michael Chang can win the men's singles next year All Star Tennis '99 will be the tennis title to look out for. Fingers crossed eh!



enough to please then you'll be happy to learn that the game gives you the chance to perform special moves such as Roundhouse kicks and flaming shots that rip through your opponents racket. yes, it's all utterly unbelievable but it breathes life into a game that would otherwise suffer because of the Game Boy's abilities.
Ben

TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Stick men but slick play! ★★★★

SOUND! Typical annoying ditties ★★★

PLAYABILITY! Buckets of fun! ★★★★

LASTABILITY! Irresistible explosive laffs! ★★★★

OVERALL! 86%

KEEP IT UNTIL THE REAL THING IN 2000!

antz

GET YOURSELF A KETTLE FULL OF HOT WATER AND COME WITH US...

Woody Allen so expertly played the role of Z (or Z-4195 to give him his proper name) in the overshadowed film *Antz* but alas he wasn't around to inject life into this insectoid romp. The film was slyly aimed at the more adult market unlike its rival *A Bug's Life*, but the game has its roots firmly in the land of kiddy entertaining!

Starring as Z, the Woody Allen character, *Antz* is your average excursion through the world of the ant. Taking in such sights as the bottom of people's sneakers to the dizzying heights of a blade of grass this mildly entertaining affair will satisfy in just about the right doses.



Hop, Skip, Jump!

Climbing ropes, collecting rings and eventually trying to win the heart of Princess Bala is the order of the day, but nothing really sets this game apart from its contemporaries. For one, Z looks more like an emaciated stick insect rather than the neurotic drone he was in the film but thankfully Infogrames have



Arrggh! There's more to watch out for than just rival bugs – trainers can be a real killer when you're an ant!



The graphics in Antz have drawn on the movie to create a similar feel. It works really well!





stuck closely to the film plot, incorporating every aspect they feasibly could. Even the dastardly wasps are thrown in to give the game a sting in its tail. Geddit!

Eventually, although this will entertain until its last flicker on screen, it is nothing more than your bog standard platform game. The Game Boy Color does it fantastic justice, lavishing us with some truly sexy graphics but when you strip it down to its bare components it could be any other above average platform game. It may be one to try if you're fed up with Infogrames other offering *Lucky Luke*. Just a thought!
Ben

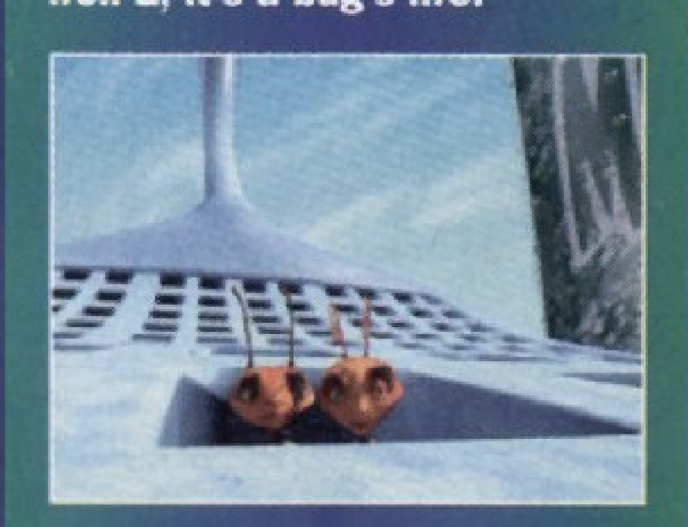
2nd OPINION!

THE BIG BAD BUGS

Are you a fan of platform games? If you're not, then move on over to the next page because *Antz* is another hop, skip and jump platform game in the long line – and I'm sure there will be many more to come in the future too! The graphics are fine for a Game Boy Color, the story follows the movie closely and the gameplay is pretty run-of-the-mill. If you liked the film, then get this. Otherwise steer clear.
Nick

IT'S ALL BUGS TO ME!

Well, Flik can be smug! The film wasn't necessarily the better of the two bug films this year but it was certainly the most successful at the cinema with nearly five times the amount of takings. The game too will probably prove more successful than Antz as well which is a pity as that wasn't particularly successful on the bigger consoles. Oh well Z, it's a bug's life!









TOTAL GAME BOY COLOR TEST YOUR STRENGTH!

GRAPHICS! Fab & miniature fantasy ★★★★

SOUND! Cute... especially for bugs. ★★★

PLAYABILITY! Average like the gameplay. ★★★

LASTABILITY! It will last, but will you? ★★★★

OVERALL! 75%

A BUG'S LIFE WINS AGAIN!

COLOR Scribblings!

YOUR LETTERS, RANTS AND DRAWINGS!

SEND YOUR LETTERS AND PICTURES TO...
SCRIBBLINGS,
TOTAL GAME BOY COLOR,
PARAGON PUBLISHING,
ST PETER'S ROAD,
BOURNEMOUTH,
BH1 2JS

more Pokémon?

"Firstly, I think that your magazine is the best. I think your reviews are excellent! I especially liked your article on the Pokémon games as I am a Pokémon fan. I heard that there is a newer Pokémon game called *Pokémon Yellow*! Is this true? If so, then could you tell if it is for the Game Boy Color and where could I get hold of a copy of *Pokémon Yellow*? Could you also tell me which game is better: *Legend of the River King* or *Harvest Moon*? Great mag!"
John Posnelt, Loughton

You heard right John, there is another Pokémon game coming from Nintendo, and we've previewed it at the back of this very issue. The sad thing is that all the Pokémon RPG games are basically the same, only with different monsters. We really wonder whether buying new versions all the time is fair on you poor punters. It stinks of Nintendo taking us all for a ride really! Anyway, Pokémon Yellow makes a star of Pikachu but won't be released over here until Spring next year. If you want to play it before then you'll have to phone an importer, they've just released a special bundle of the game with a customised Game Boy Color in America. Try The Video Game Centre on 01202 527314. As for the two games you asked about, we prefer Legend of the River King because it's got fish in it!

Can't wait FOR GTA!

"I would firstly like to congratulate you on your amazing magazine that I have read from front to back a hundred times because I thought it was so good. Well maybe not a hundred times, but more than once anyway.

After reading your second issue of the magazine, I was absolutely amazed at the thought of *Grand Theft Auto* coming to Game Boy Color, and even more amazed after reading your preview on *Resident Evil*. Never did I think that such a great game would come onto the small screen, especially in 3D.

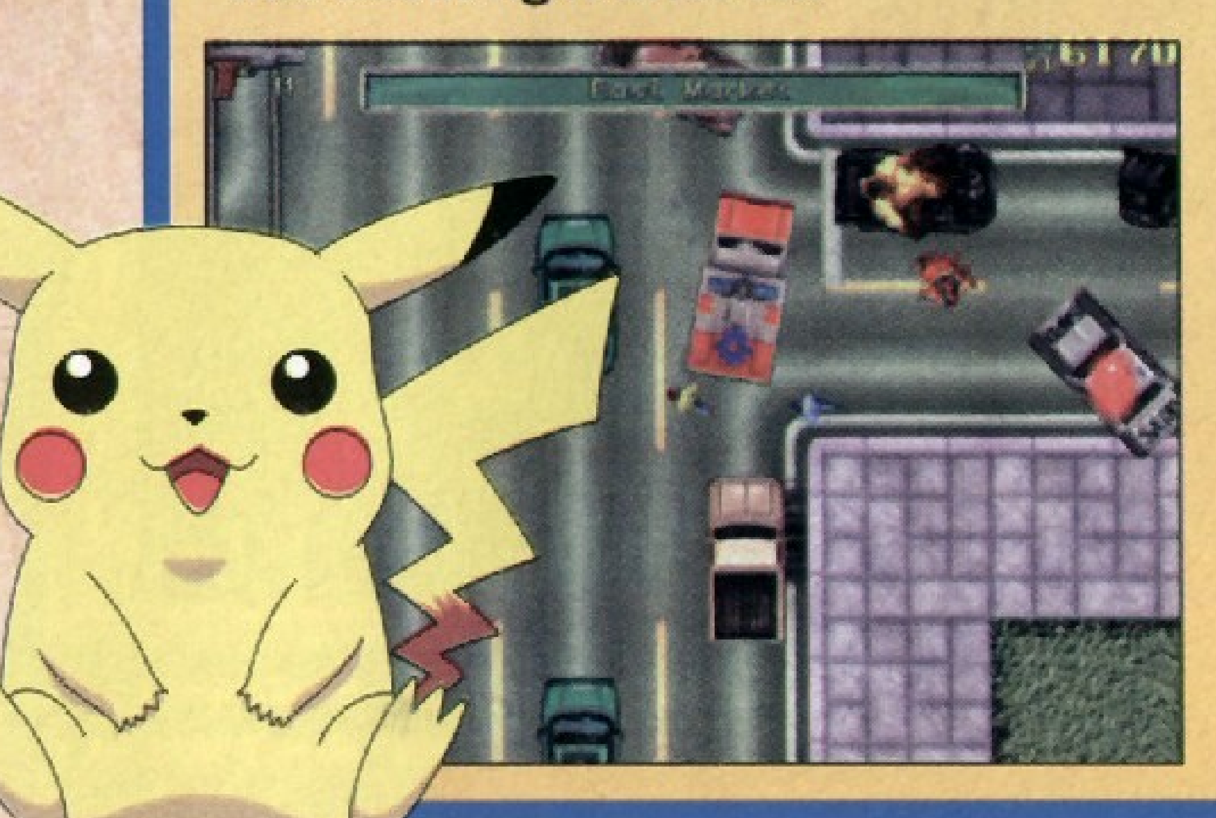
I noticed is said, "We'll keep the lights dimmed and the doors bolted until the full review." However, please could you tell me when the full review is so that I don't forget to buy this magazine.

Another thing I'd like to ask you about is when is *Grand Theft Auto* being released in the UK, reason being I'M SO EXCITED! I noticed in your mag that it was coming out near Christmas, although I noticed that in a different mag that is was due in September. So please could you confirm it for me so I know.

I'm hoping to get a Game Boy Color for my birthday, which is sometime in October, although I've already got a mono Game Boy I'll probably go mad on Game Boy games, as long as I don't run out of money that is.

Keep up the good work."
Stephen Tesseyman, Wirral

The problem with release dates, Stephen, is you can never trust them! Software companies tell us one thing one day, then another the next! We just don't know whether we're coming or going half the time. The latest update we've got on the Grand Theft Auto release is October, but as we've seen nothing at all on it yet, this seems unlikely to us! Perhaps our Christmas prediction was about right after all!

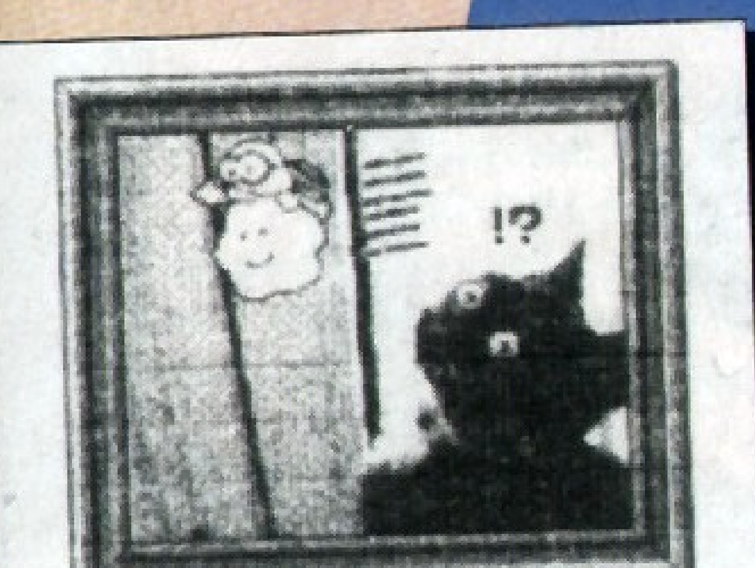




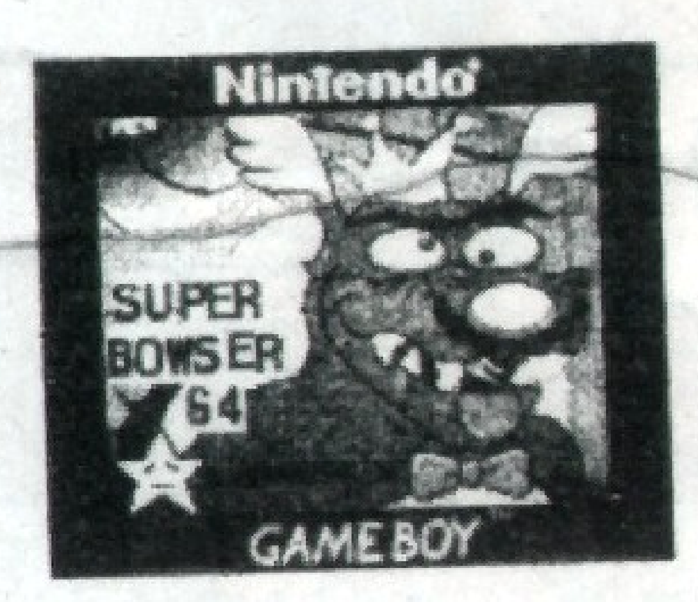
The PlayStation version of Grand Theft Auto was a huge success, in a gory kind of way!

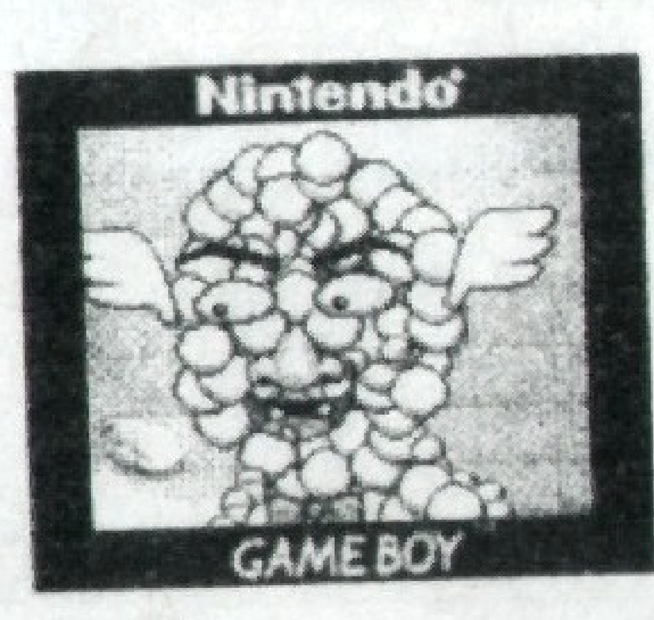
GAME BOY Printer Gallery

What a great piece of kit the Game Boy Printer is. Take a look at the great pictures we've been sent – can you do better? Send 'em in!

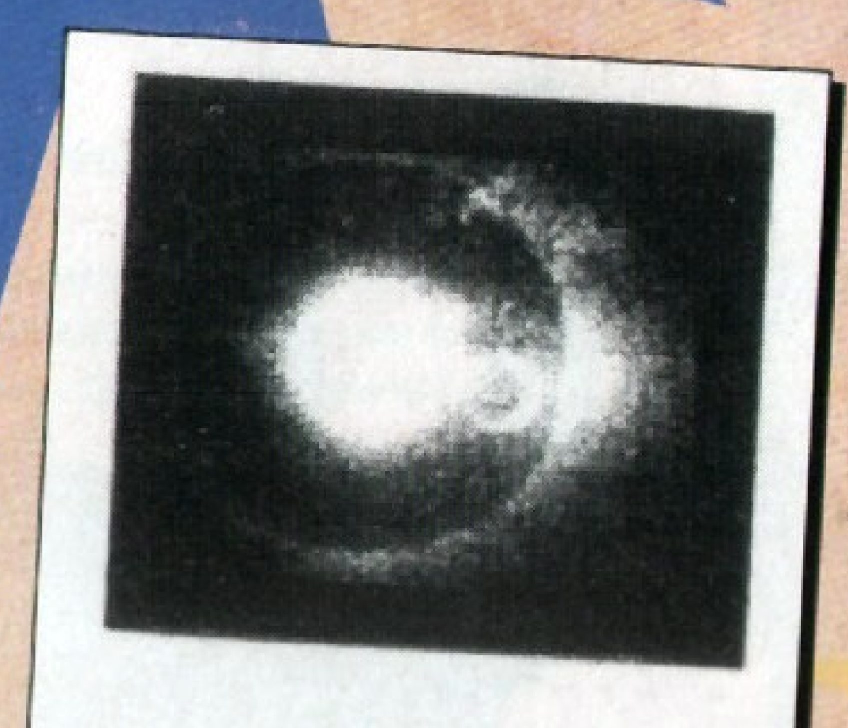














This is one way to look at the eclipse without hurting your eyes! Matthew Sexton of Kempston took these in Cyprus!

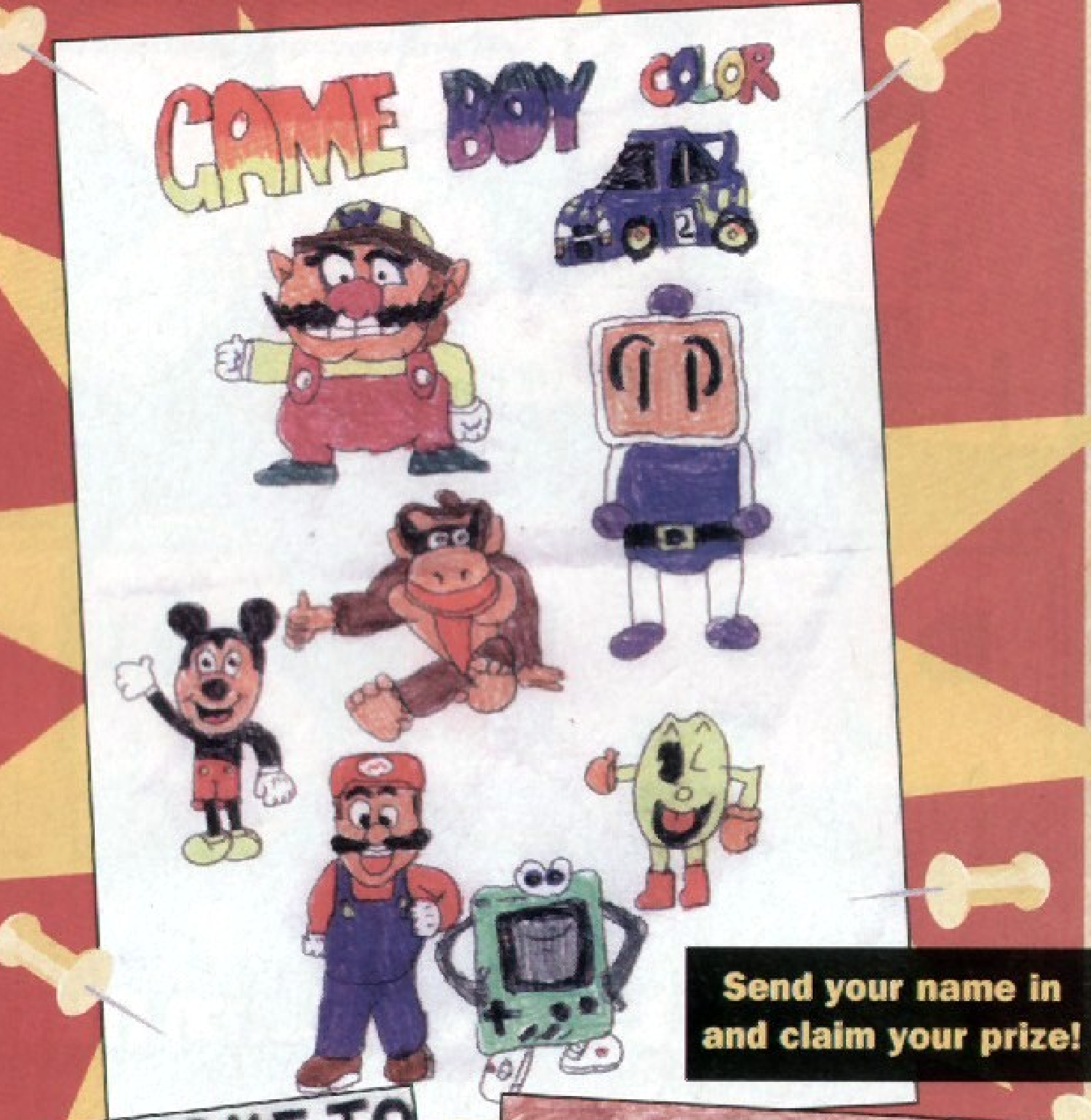


We're not sure who Party Pete is, but Marc Tulley of Billericay is the culprit with this one.

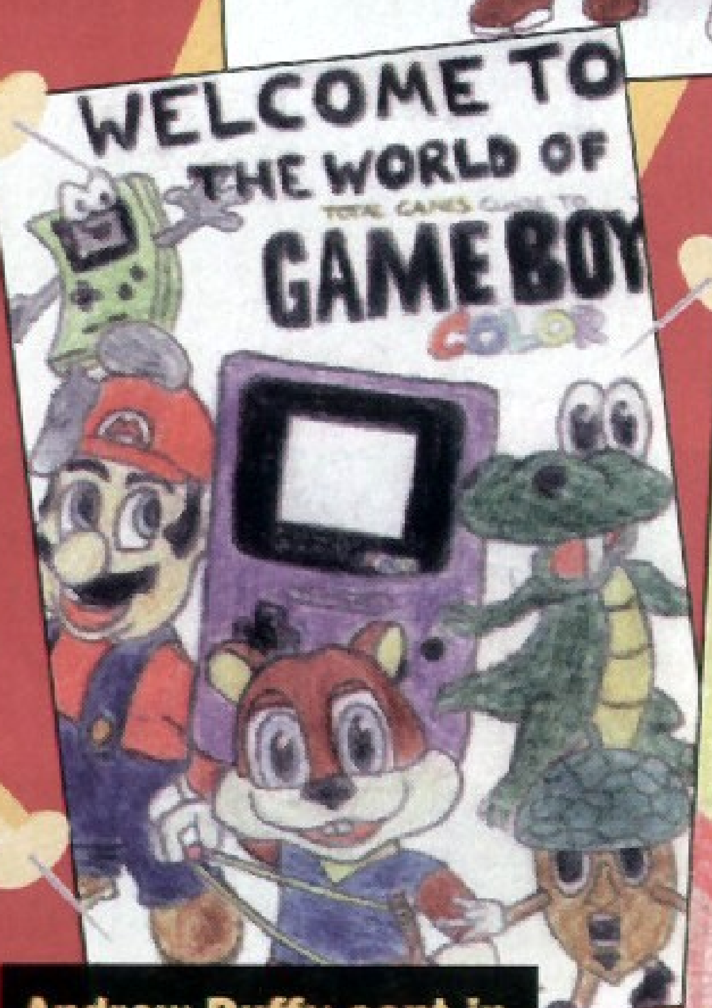
A collection of the grotesque here from Ryan Medlock of Cobham – we particularly like 'bubbleman'!

YOUR SCRIBBLES!

Thanks for all the excellent pictures we've received. Remember that the best one each issue wins the sender a special prize! The best picture this issue is the great collection of Game Boy Color characters, but sadly you missed your name off! Write in and claim your prize!



Send your name in and claim your prize!

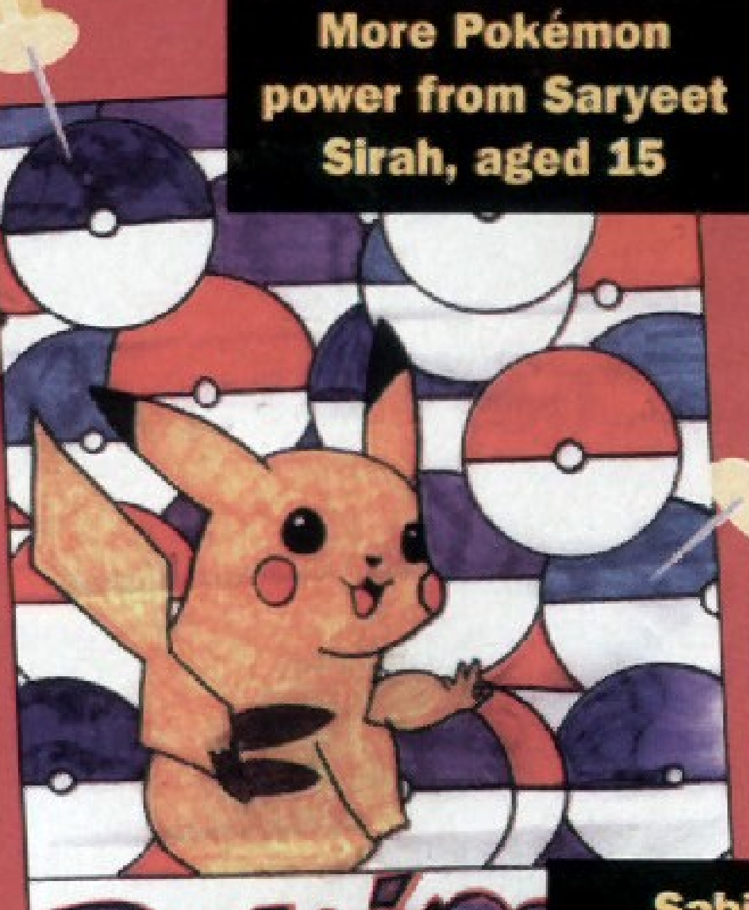


Andrew Duffy sent in this great postcard.



Pikachu is back again, this time from Sophia Robinson, aged 10.

More Pokémon power from Saryeet Sirah, aged 15



Sabinah Ellah, aged 8, sends in this great pic of Princess Toadstool!



Send us your own cheats and we'll give you the credit... *Help!, Total Game Boy Color, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.*

Pokémon really are taking over the world! The games are already massively popular, so we thought we'd dedicate this issue's tips section to the greatest Pokémon games of them all: Red and Blue. Here's our experts guide...

Pokémon Red and Blue

Become the Ultimate Pokémon Master!

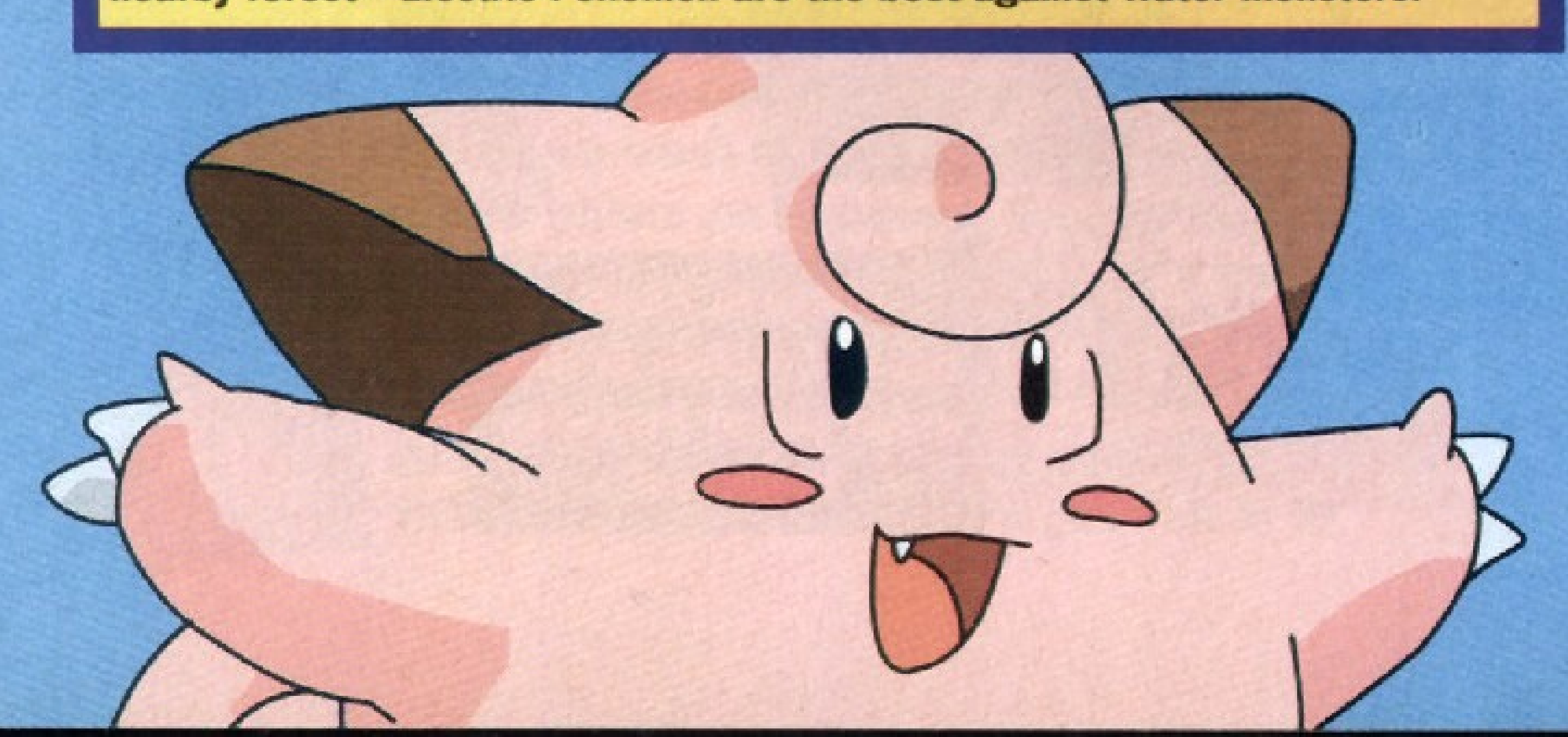
Although making your way through the world of Pokémon is quite a feat in itself, the most important part of the game is winning those all important badges. Only the best Pokémon trainers can hold all of the badges at once — use our guide to beating all the Gym Leaders to become the greatest trainer ever!

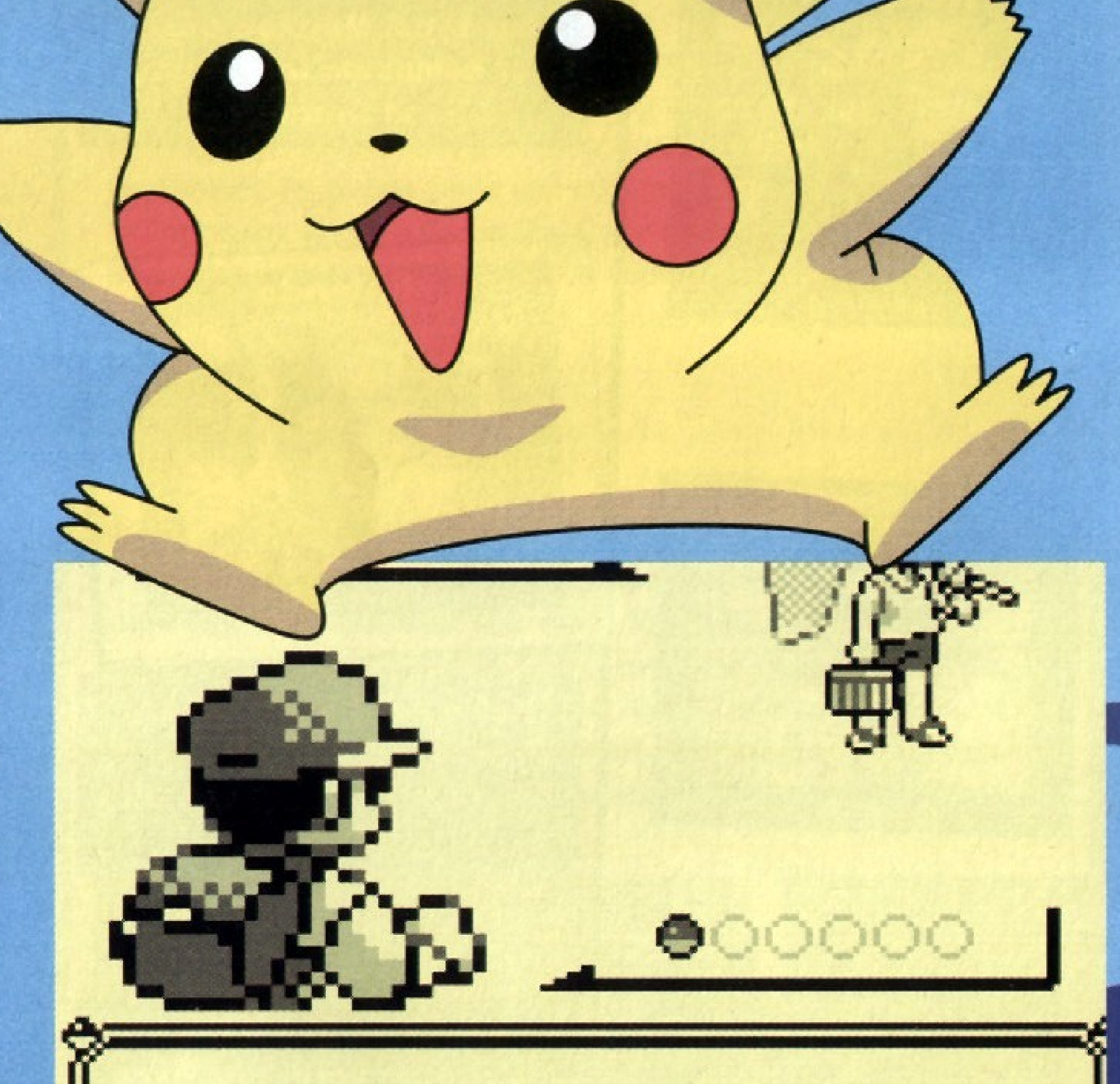
Pewter City Gym – Boulder Badge Battle

LEADER: BROCK
POKÉMON: GEODUDE (ROCK, L12), ONIX (ROCK, L14)
The first fight is slightly dependant on your choice in the Professor's house – you've got a one-in-three chance of making a bad choice. The one thing that Rock-based Pokémon can resist is Fire so Charmander will be useless. Try your best and whittle the enemy down as quickly as you can if you're unlucky, or just blow them away with Water or Grass attacks if you chose well.

Cerulean City Gym – Cascade Badge Battle

LEADER: MISTY
POKÉMON: STARYU (WATER, L18), STARMIE (WATER, L21)
Another battle that's all down to the choice you made at the beginning of the game. With Misty using Water Pokémon, you'll stand no chance fighting her using Charmander and Squirtle will have no effect. Bulbasaur is the premier choice for this fight unless you've managed to capture a Pikachu from the nearby forest – Electric Pokémon are the best against Water monsters.





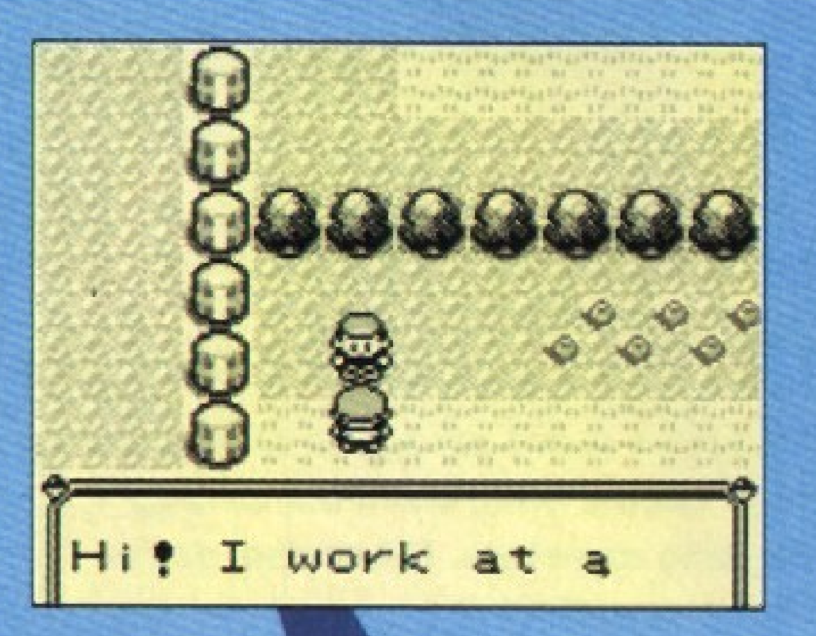
The Bug Catchers can give a nasty fight – they chase you to make a challenge and you can't even run away once the fight begins! Keep on your toes...



Vermilion City Gym – Thunder Badge Battle

GYM LEADER 3: LIEUTENANT SURGE
POKÉMON: VOLTORB (ELECTRIC, L21), PIKACHU (ELECTRIC, L18), RAICHU (ELECTRIC, L24)

Hopefully, you've done a bit of work in your Pokémon capturing – the battle against Surge's Electric Pokémon is only made easier by taking them on with a Ground-based Pokémon which can be hard to get hold of right now. Anything else at Level 20 or above will put up a decent fight with the exception of Water-based Pokémon – they'll be dead before you know it!

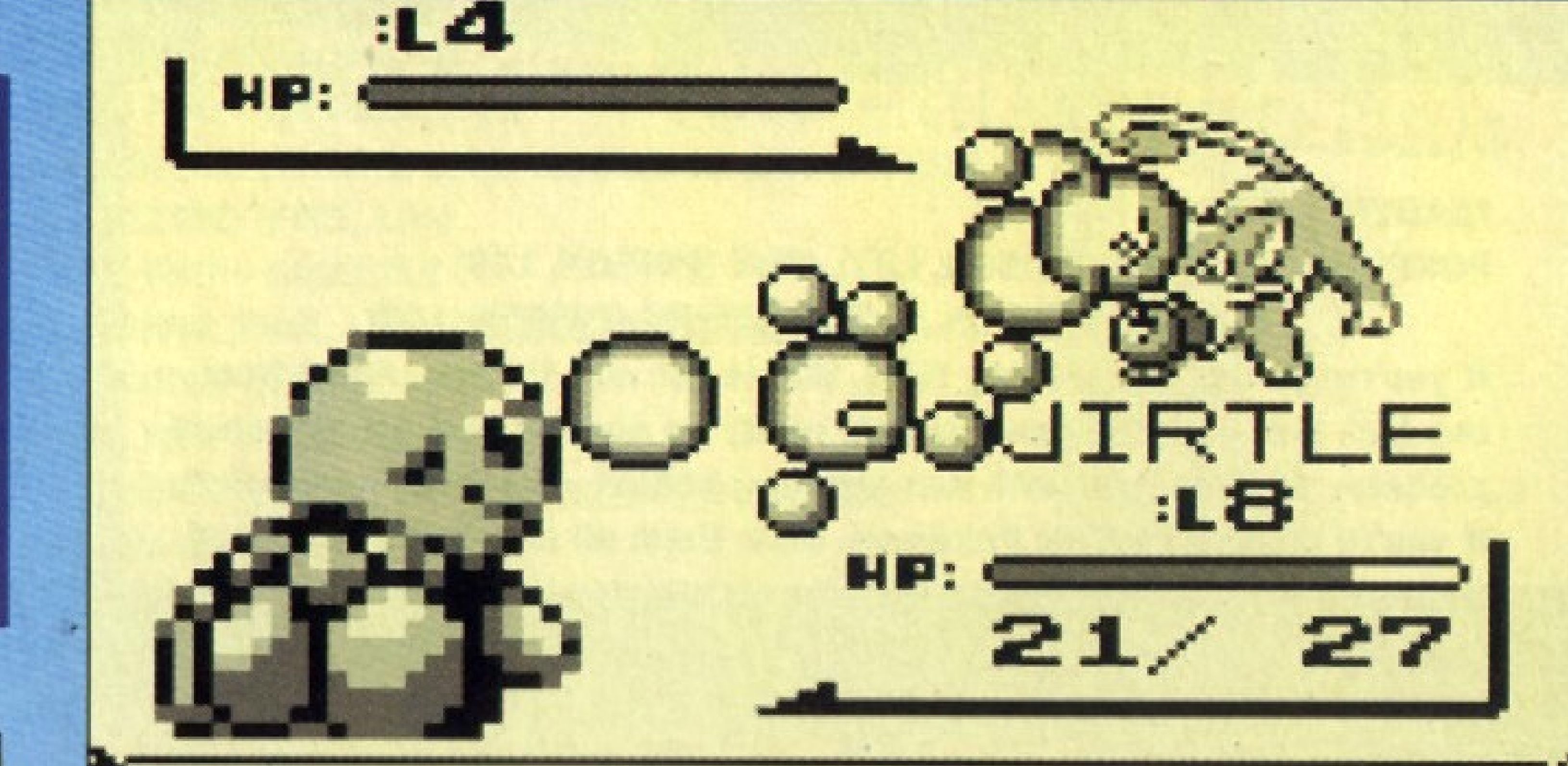




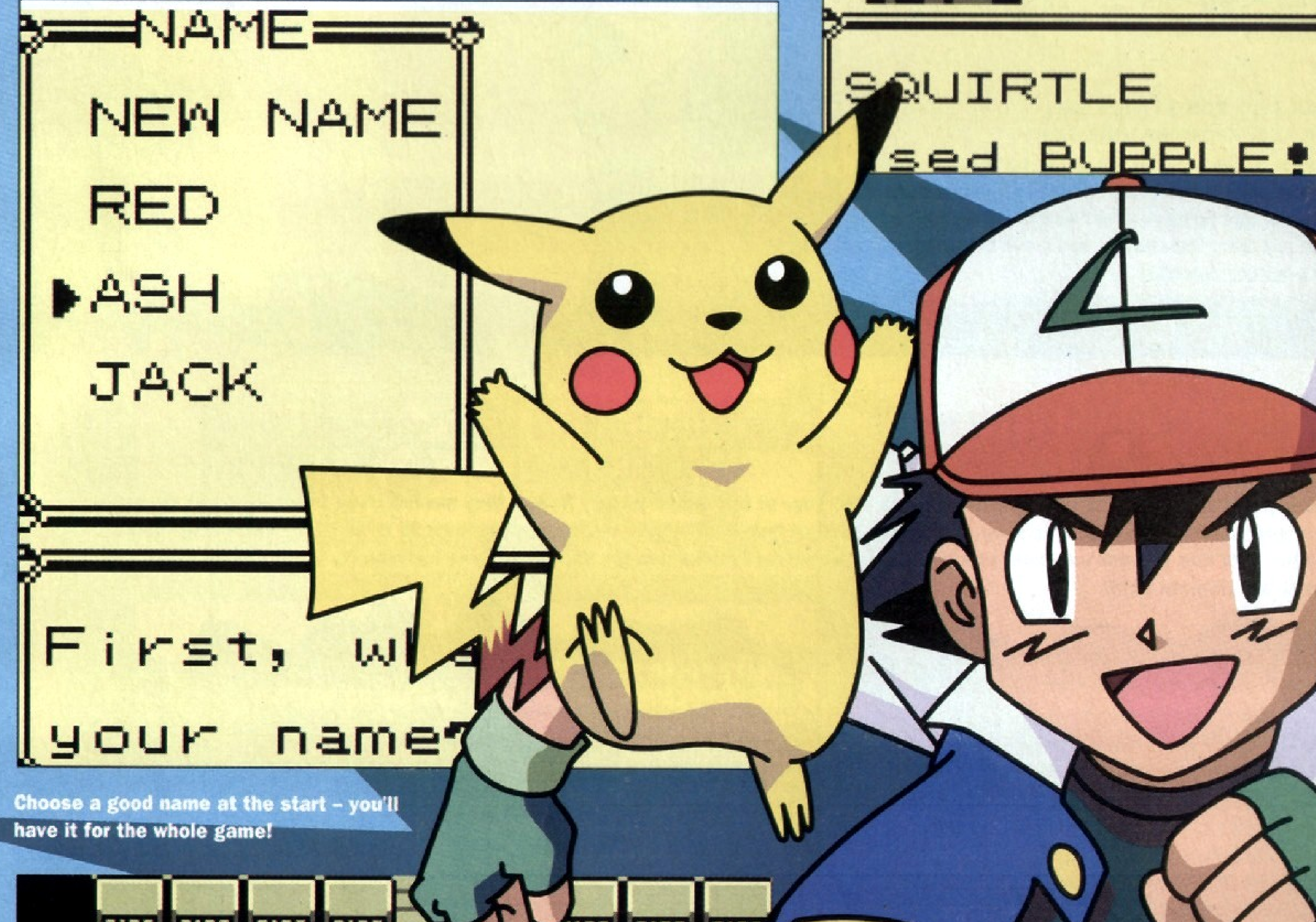
Celadon City Gym – Rainbow Badge Battle

LEADER: ERIKA
POKÉMON: VICTREEBEL (GRASS, L29), TANGELA (GRASS, L24), VILEPLUME (GRASS, L29)

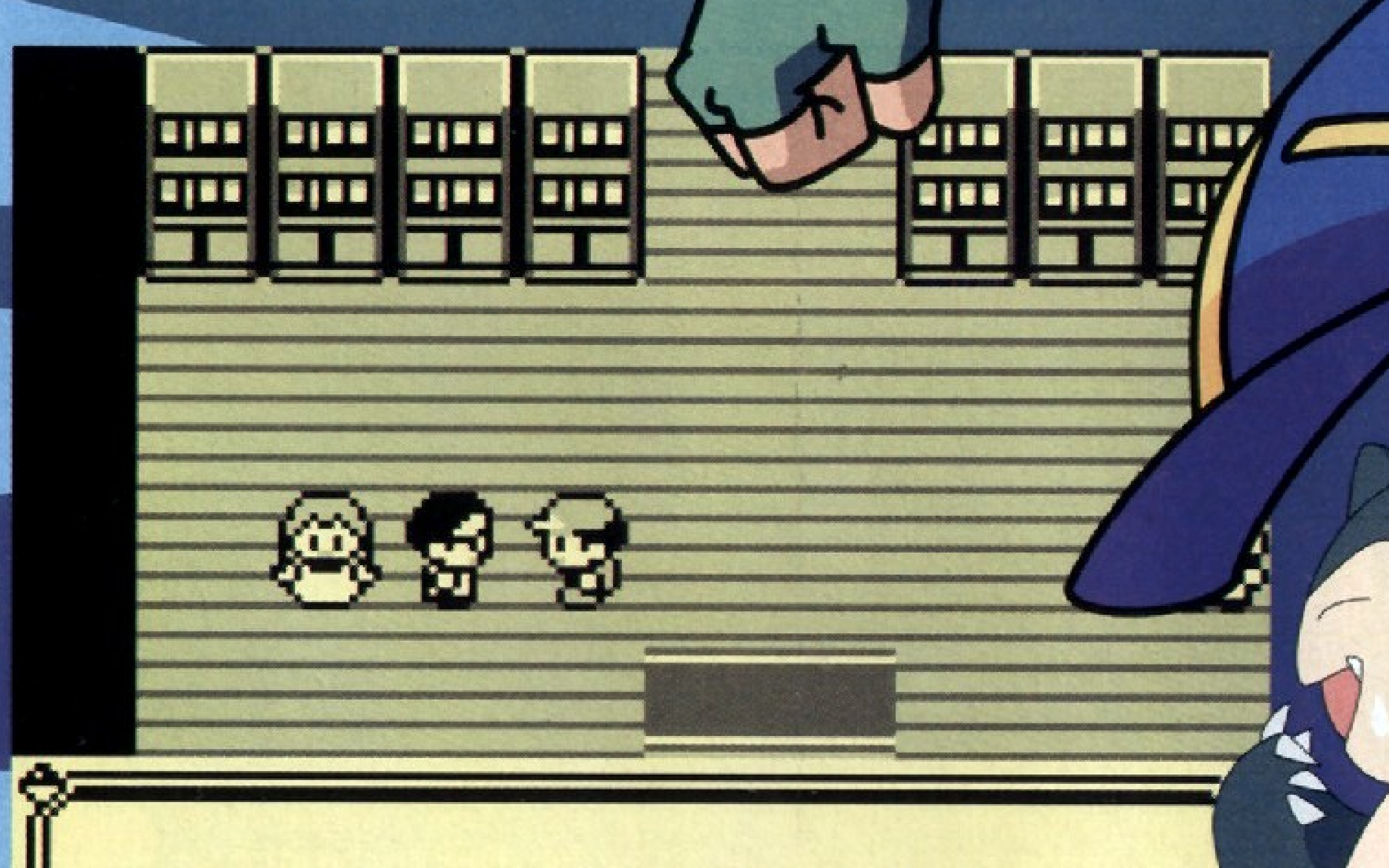
Talk about easy – Grass Pokémon fall quicker than English cricket wickets when placed against any Fire-based Pokémon. Pull out your best Fire Pokémon (at Level 25 or higher) and burn them to the ground quickly before they can attack you!



Go, Squirtle! Of all the Pokemon to choose from at the start, we think the best one is the Water Pokemon. He's got some of the best Pokemon attacks ever!



Choose a good name at the start – you'll have it for the whole game!



These guys work hard for Professor Oak, studying all the information they can find to complete his Pokedex – a complete guide to every Pokemon alive!



Saffron City Gym – Marsh Badge Battle

LEADER: SABRINA
POKÉMON: KADABRA (PSYCHIC, L38), MR. MIME (PSYCHIC, L37)
VENOMOTH (POISON, L38), ALAKAZAM (PSYCHIC, L43)

You must have your Pokémon at least over Level 40 here, if not higher – this can wind up being a rather tricky fight. If you're lucky enough to have found the elusive Bug-based Pokémon, you really should bring them out as they have a good chance against Sabrina's Psychic monsters. Otherwise, go for it with your best Electric Pokémon and keep your fingers crossed!

Viridian City Gym – Earth Badge Battle

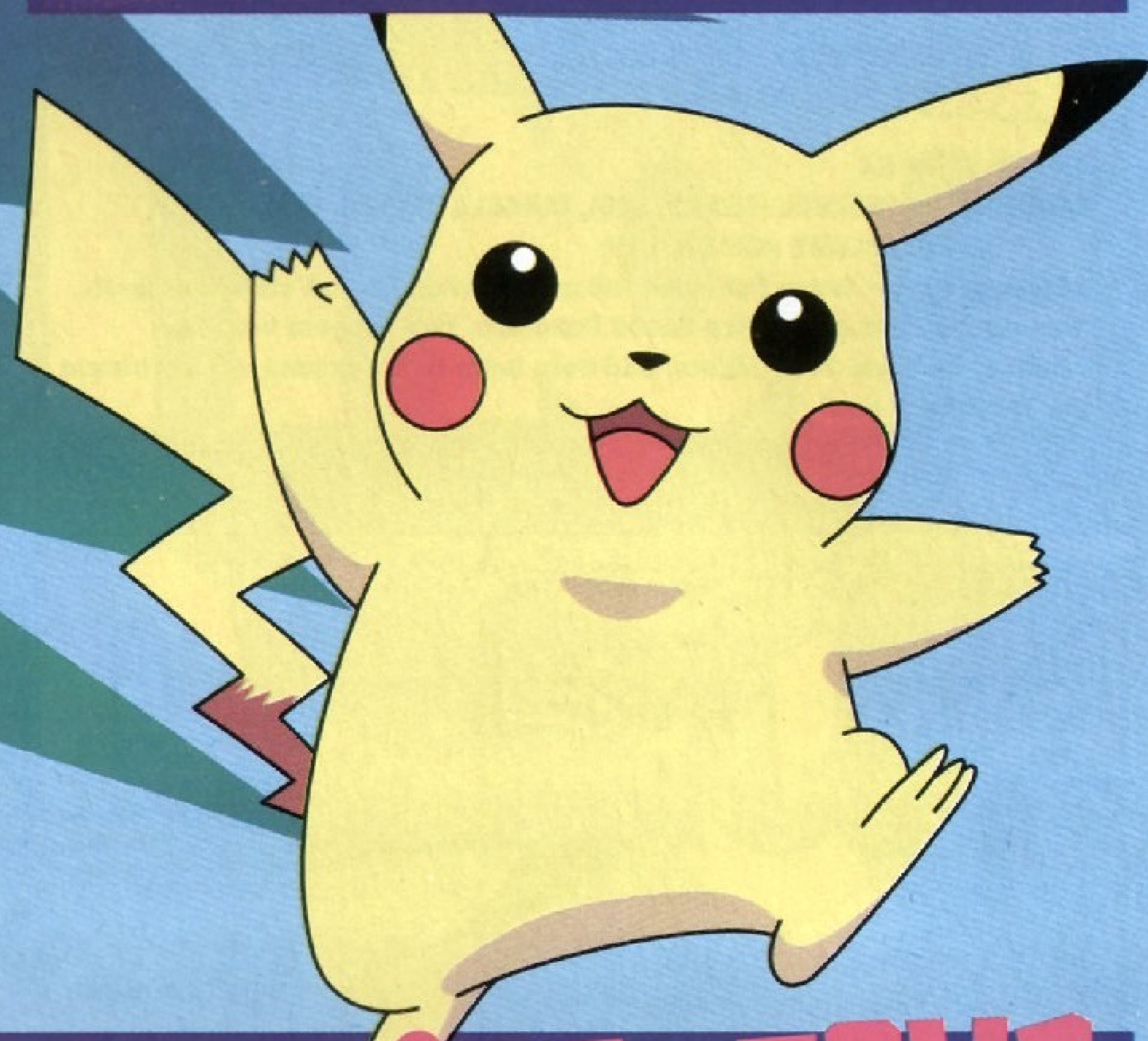
LEADER: GIOVANNI
POKÉMON: RHYHORN (GROUND, L45), DUGTRIO (GROUND, L42)
NIDOQUEEN (GROUND, L43), NIDOKING (GROUND, L45)
RHYDON (GROUND, L50)

You'll have to choose between using your Psychic or Water-based Pokémon to take on Giovanni – either of these types will be able to get rid of his monsters although a Psychic-based attack pattern is more effective. If your fighters are at Level 40 or above, you won't have much trouble here as either Hydro Pump or Psychic can take out each Pokémon in one go!

Fuschia City Gym – Soul Badge Battle

LEADER: KOGA
POKÉMON: KOFFING (POISON, L37), MUK (POISON, L39)
KOFFING (POISON, L37), WEEZING (POISON, L43)

If you're looking for an easy fight, this is the one for you. Apart from the fact that your Pokémon should really be above Level 40, you could probably win this fight with one arm tied behind your back – especially if you're using a Psychic Pokémon. Blow them all away with Psybeam!



Cinnabar Island Gym – Volcano Badge Battle

LEADER: BLAINE
POKÉMON: GROWLITHE (FIRE, L42), PONYTA (FIRE, L40)
RAPIDASH (FIRE, L42), ARCANINE (FIRE, L47)

The choice you made way back at the start of the game can heavily affect this battle. Pat yourself on the back if you picked Squirtle – Blaine uses Pokémon who are all Fire-based and so have great weakness against water attacks. Any other Pokémon will have little effect but avoid using Grass Pokémon unless you fancy a bit of a bonfire!

POKEMON HQ-THE ELITE FOUR

There's only one thing that you have to remember when taking on the Elite Four at the end of Victory Road – they haven't risen to the ranks of ultimate Pokémon trainers without good reason! You'll have to keep a good selection of Pokémon at your disposal, all at level 55 or more for this set of fights or you'll die quickly. Remember also that you can only heal your fighters by means of Potions and the like; there is no opportunity to let them recover otherwise! Beware – this is the ultimate fight!

Elite Four: Fight One
Indigo Plateau – Pokémon League HQ Battle

ELITE MEMBER: LORELEI
POKÉMON: DEWGONG (ICE, L54), CLOYSTER (ICE, L53)
SLOWBRO (WATER, L54), JYNX (ICE, L56), LAPRAS (ICE, L56)

Seeing that all of Lorelei's Pokémon are either Ice or Water-based, there's only one choice for the experienced trainer – Electric Pokémon. Bring out your strongest Raichu and hit each enemy hard with a Thunderbolt as soon as you can to send them reeling. If you have to, using any Fire-based Pokémon is also feasible against all but the Slowbro in the middle of the fight.

Elite Four: Fight Two
Indigo Plateau – Pokémon League HQ Battle

ELITE MEMBER: BRUNO
POKÉMON: ONIX (ROCK, L53), HITMONCHAN (FIGHTING, L55)
HITMONLEE (FIGHTING, L55), ONIX (ROCK, L56)
MACHAMP (FIGHTING, L58)

A perfect fight for your powerful Water-based Pokémon as two of Bruno's monsters are heavily vulnerable to attacks such as Hydro Pump or Blizzard. Make sure you switch to your Psychic Pokémon and use an attack like Psybeam to blast the two Fighting Pokémon in the middle of the battle as well as the Machamp at the end.

Elite Four: Fight Three
Indigo Plateau – Pokémon League HQ Battle

ELITE MEMBER: AGATHA
POKÉMON: GENGAR (POISON, L56), GOLBAT (POISON, L56)
HAUNTER (POISON, L55), ARBOK (POISON, L58)
GENGAR (POISON, L60)

Bring out your Psychic Pokémon – the Alakazam is perfect – and blast away with everything you've got against Agatha's five monsters. Anything else will be able to whittle down the Pokémon slowly but you'll suffer heavy casualties as a cost.

Elite Four: Fight Four
Indigo Plateau – Pokémon League HQ Battle

ELITE MEMBER: LANCE
POKÉMON: GYARADOS (WATER, L58), DRAGONAIR (DRAGON, L56)
DRAGONAIR (DRAGON, L56) , AERODACTYL (ROCK, L60)
DRAGONITE (DRAGON, L62)

You'll need to have your best Water or Ice Pokémon at hand for this battle as the attacks they give you seem to be one of the only things that are truly effective against Lance's band of Dragon Pokémon. The Blizzard attack is the best attack method here so use it frequently to come out on top. Finally, you've beaten the Elite Four and become the Pokémon Master... or have you?



The Final Battle

Don't relax for a second once you've vanquished the Elite Four – the battle is far from over! As you prepare to leave Pokémon League HQ, you spot a familiar face… it's Gary, and he's the one who beat the Elite Four before you got here! The important thing to have before you face Gary is a wide variety of Pokémon at your disposal to make sure you can beat virtually any kind of Pokémon. Ready? Then let the battle begin!

You'll need to have your Pokémon charged to the max if you want to stand any chance of beating Gary – he doesn't have the title of 'Pokémon Master' for nothing! Make sure that you've got a powerful Electric Pokémon like Raichu up front as he'll be able to take down the first Pidgeot with ease. Watch out for the next Alakzam though – you'll have to use your strongest variation of attacks to take down this powerful Psychic Pokémon. When it finally dies (make sure you've used Potions to revive your fighters a little), bring out your best Water Pokémon – a Blastoise is perfect – and blow away the Rhydon quickly. This is where the problems begin though…

You see, you'll need to adjust your fighting tactics according to which Pokémon Gary chose right at the start of the game. Look at our chart to see which Pokémon are going to coming for you and then base your attacks accordingly. If Gary took a Charmander, use your Fire Pokémon for the first two battles followed by a Water Pokémon to get rid of the Charlizard. Fighting against a Squirtle set is a little tougher; you'll have to use Water Pokémon for the first battle, Fire for the second and finally a powerful Electric Pokémon to take care of the Blastoise. As for taking on the Bulbasaur set, you'll be able to clear all three enemy Pokémon out with your Water Pokémon, especially if you've got the Blizzard attack. When all of Gary's Pokémon are beaten, you'll become the Ultimate Pokémon Master!

Indigo Plateau – Pokémon League HQ Battle

POKÉMON MASTER: GARY

POKÉMON:

- WAVE ONE
  PIDGEOT (FLYING, L61), ALAKZAM (PSYCHIC, L59)
  RHYDON (ROCK, L61)
- WAVE TWO – CHARMANDER
  EXEGGUTOR (GRASS, L61), GYARADOS (WATER, L63)
  CHARIZARD (FIRE, L65)
- WAVE TWO – SQUIRTLE
  ARCANINE (FIRE, L61), EXEGGUTOR (GRASS, L63)
  BLASTOISE (WATER, L65)
- WAVE TWO – BULBASAUR
  GYARADOS (WATER, L61), ARCANINE (FIRE, L63)
  VENUSAUR (GRASS, L65)



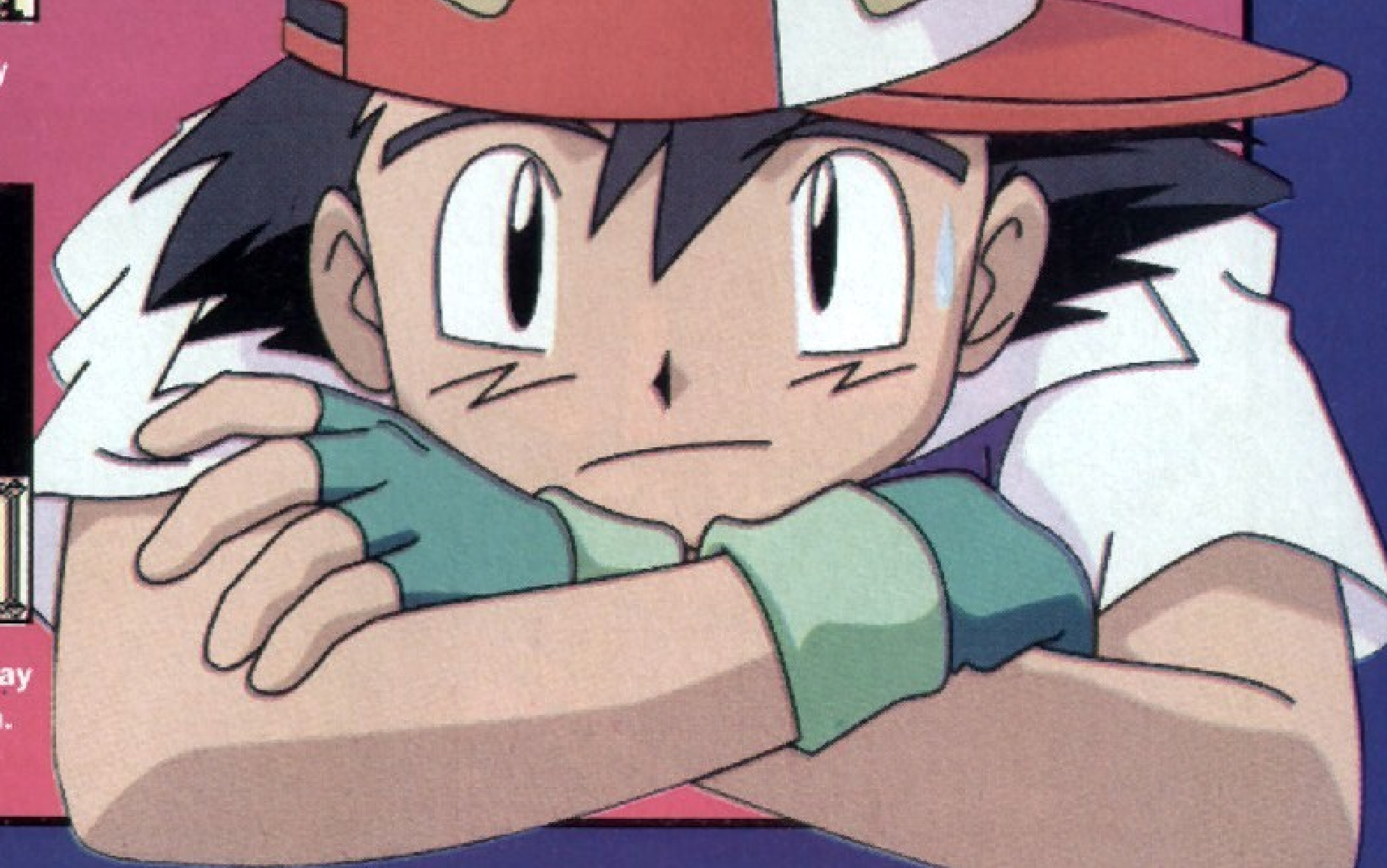
Make sure you visit all of the Pokemon Centers placed around the world – they don't charge any money and heal all your Pokemon back to full strength!



Gary's quite an easy fight early on but don't underestimate him later!



Don't get too emotional when you say goodbye to your mum in Pallet Town.



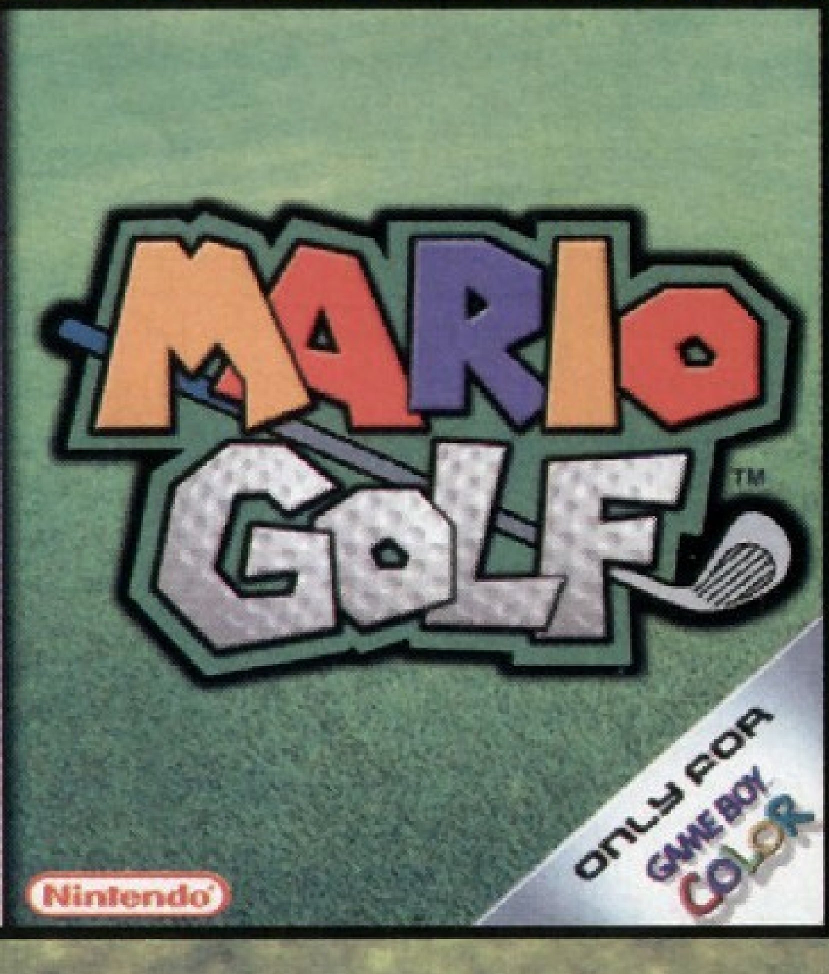
MARIO GOLF

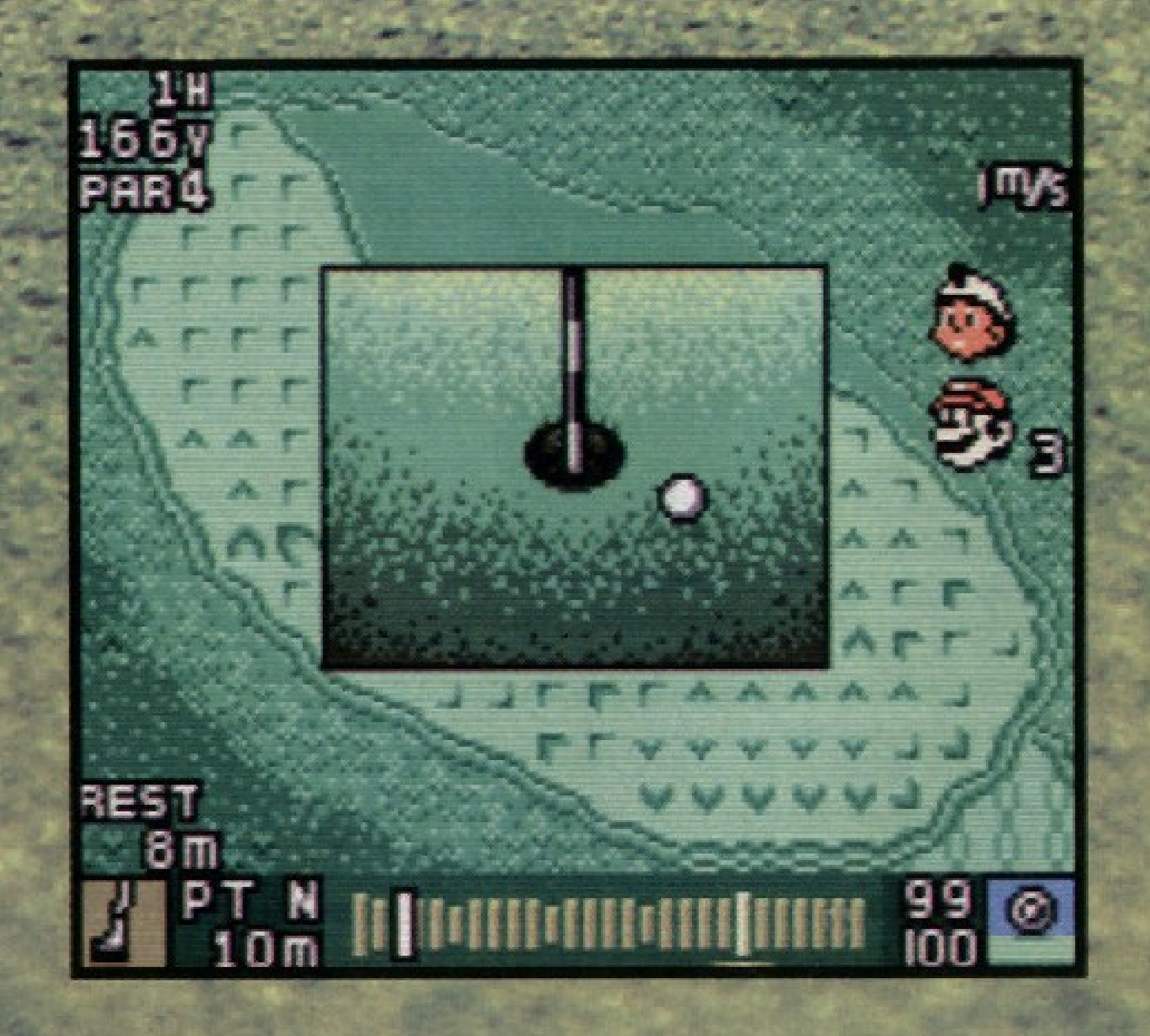
FROM: NINTENDO WHEN: NOVEMBER

Just when you thought Nintendo couldn't squeeze any more games out of their fat plumber mascot, along comes *Mario Golf*! It's a golf simulation, obviously, but with the familiar Mario graphics layered onto the top to give it a bit more pazzazz. For example, instead of realistic looking mountains in the background, you have the triangular ones from *Mario World*, and along with Mario in the tournament are Luigi, Yoshi, Wario – and a couple of 'human' players, so you don't have to feel a complete fool when playing!
This game has already been released on the Nintendo 64 in America, and that version went down well. Here at Total Game Boy Color we predict that this handheld golf game will follow that success. It's neat, colourful and well constructed, and is perfect for whiling away the time on long journeys. Watch out for a review in a future issue!





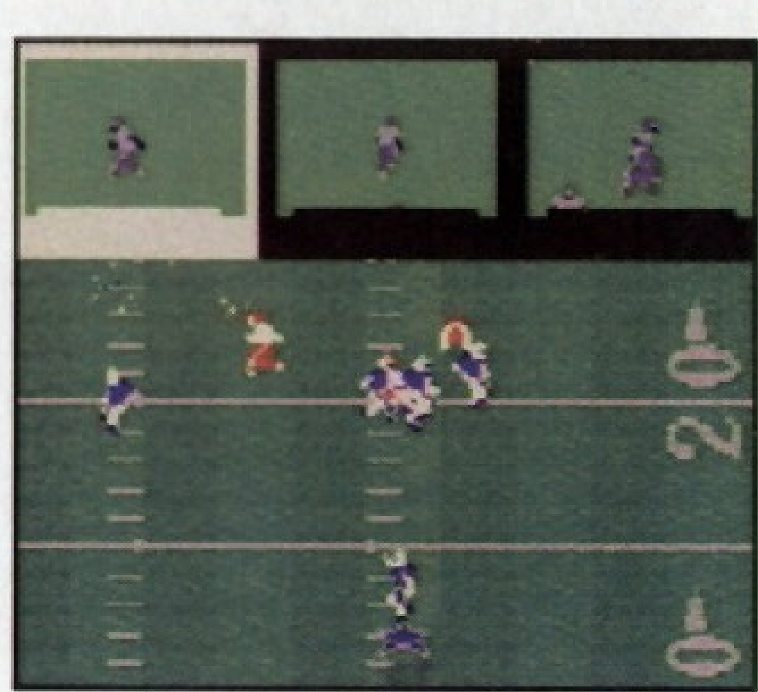








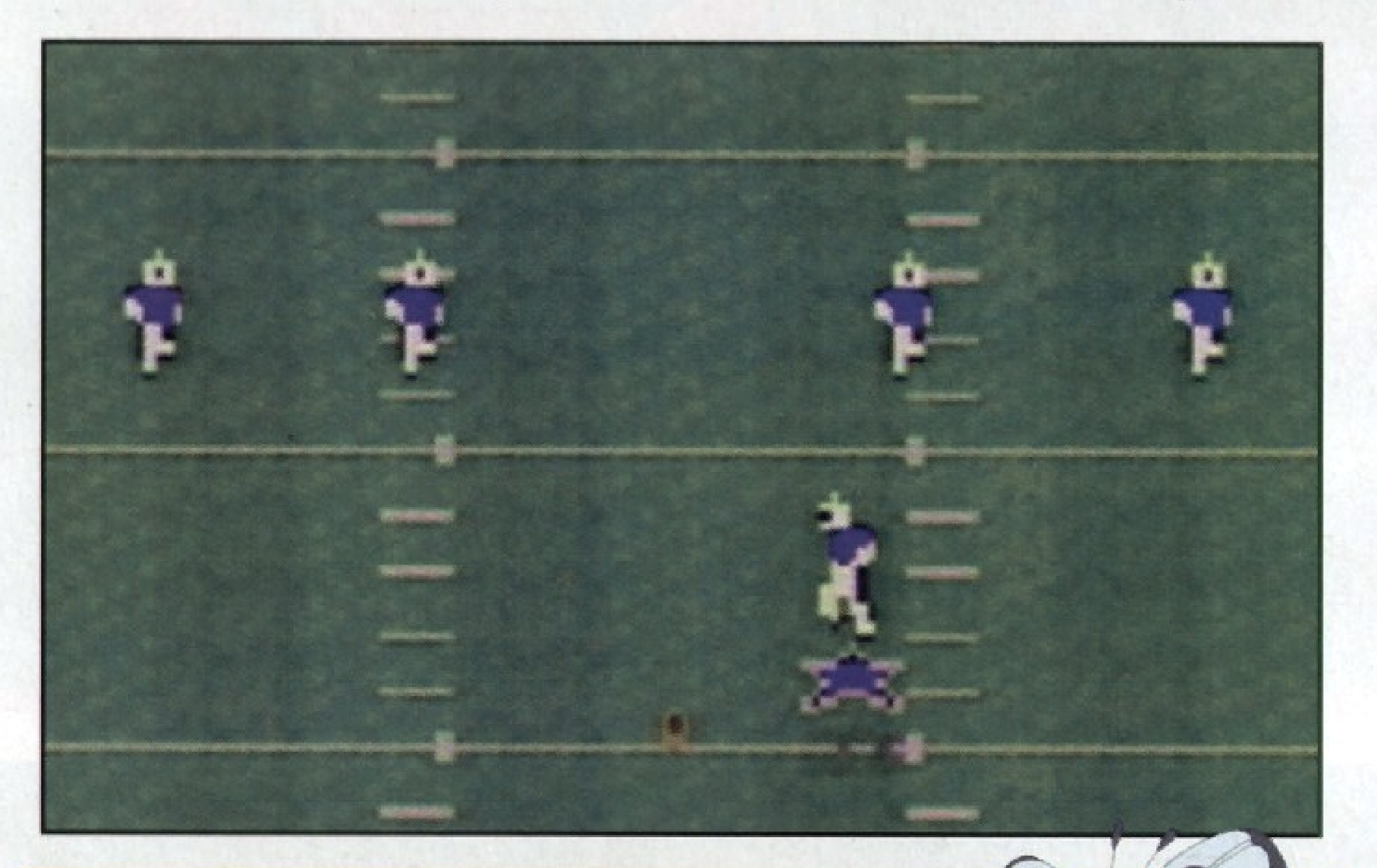
Madden NFL 2000





Guess what you could be playing while you eat your Christmas turkey this year? A miniature game of American Football! The chunky John Madden is bringing his own spin on the game to the Game Boy Color this December. Called *Madden NFL 2000* (you see, it comes out near the year 2000 – clever that!) it's going to be a game that all armchair sports fans are going to go wild for!

Four play modes have been crammed into the small screen game: Season, playoffs, exhibition and tournament with complete statistics for every team and player so you can pick out your favourites and run with them! There's also a cool new mode allowing you to take any player and substitute them into offensive and defensive formations – and if you know what any of that means, you're obviously more of a fan that us at Total Game Boy Color!





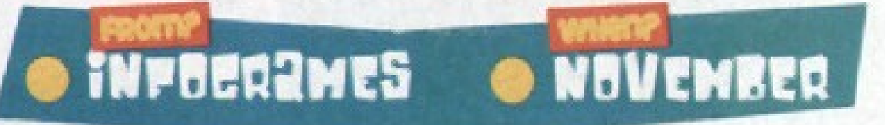
Pokemon Yellow



Pokémon has been a phenominal success in America and Japan (where it's known as Pocket Monsters and it's now the turn of the UK with the launch of *Pokémon Red* and *Pokémon Blue* this month. Well, did you know there's already another Pokémon game in development – well, actually there's loads! The next game to come over here will be *Pokémon Yellow* next Spring. It's basically the same game as the one's already in the shops, only slightly reworked and jigged around to make it sell all over again. If you've been lucky enough to play a Pokémon game, you'll know how addictive they are – and it's this that Nintendo are banking on to make lots of cash over the next few months.

A con? Well, we'll help you decide when *Pokémon Yellow* is released next year.





Mr. Nutz

Videogame characters never die, they just go to a special place where they sit and wait for a new console to come along, so their software company can regurgetate their adventures all over again! *Mr Nutz* was originally a hit on the Sega Mega Drive years back, but now Infogrames have dug him up, brushed him off and created an all-new Game Boy Color adventure for him.

As the name suggests, *Mr Nutz* is a squirrel. Not your common, boring grey squirrel though, he's got a big bushy red tail that he swings to knock things out of his way, and he can leap to twice his height – woo! Predictably, *Mr Nutz* is actually a platform game, and the levels will take you through the usual scenes: snow, lava, cloud, space – yes, we've seen it all before. But we've never seen it done quite a well as in *Mr Nutz*. The graphics are large and well animated, and the action is accompanied by some great twinkly tunes. Look out for this game!





Rugrats Time Travellers

From? THQ • When? Christmas

Hooray! The Rugrats are preparing to return to the Game Boy Color in their second handheld adventure, and it's looking like a fantastic game! It's called *Rugrats Time Travellers*, and the little babies get to travel through time, visiting different places and encountering all kinds

Suzuki Alstare Extreme Racing

From? Ubi Soft • When? November

How! It's not very often a new game comes out simultaneously on a brand new console like the Sega Dreamcast and the Game Boy Color, but *Suzuki Alstare Extreme Racing* is doing exactly that. Okay, so this small version of the game doesn't have the same hi-res graphics, mind boggling bike physics and multiplayer options, but it does have bikes – and lots of them!

We all know what racing games are like on the Game Boy, and Ubi Soft haven't given us anything new for *Suzuki*, but there's nothing new to give really. The bikes bob up and down on stripey tracks (the strips are to give you a feeling of speed you see), the competitors slide by as you keep your finger on the throttle, and the laps soon fly by. Is it any good? You'll have to read the review next issue!









Beauty & The Beast

From? Disney • When? Christmas

Better late than never eh? How long is it since *Beauty & The Beast* was in the cinemas – years! Since then we've had the video, the musical, the parade at Disney World, and now the game! Disney Interactive have certainly done the film proud with this conversion though – the graphics really are excellent, and there's so much variety in the game that you'll find it hard to ever get bored! You get to play as Belle, riding on a horse; Gaston, as he tries to do away with the beast; Lumiere the candle and even the little dog who turned into a foot stool! There are platform elements alongside board games, puzzles and action scenes. I couldn't think of anything I would rather see in my stocking this Christmas!



of weird and wonderful things. All your favourites are packed into this little cartridge: Tommy, Chunky, Phil and Lil and even the nasty Angelica.

With the Rugrats movie out on video ready for the Christmas rush, this game should help to stir up some more hype for Nickelodeon's number one show.



Ronaldo



FROM? INFOGRAMES WHEN? NOVEMBER

At last, someone has made a soccer game for the Game Boy that isn't just yellow and black!

Infogrames have really pushed the boat out with *Ronaldo*, the game is packed full of colourful graphics, lots of different views on the action and gameplay that is surprisingly playable, for the small screen!

The level of detail the programmers have managed to squeeze into this game is amazing – there's lots of animation in the graphics, the pitches change their colour depending on the weather conditions, in fact everything is here, right down to the different colours of players' skin!

You can find out exactly what we think of this new soccer game in the very next issue of Total Game Boy Color.

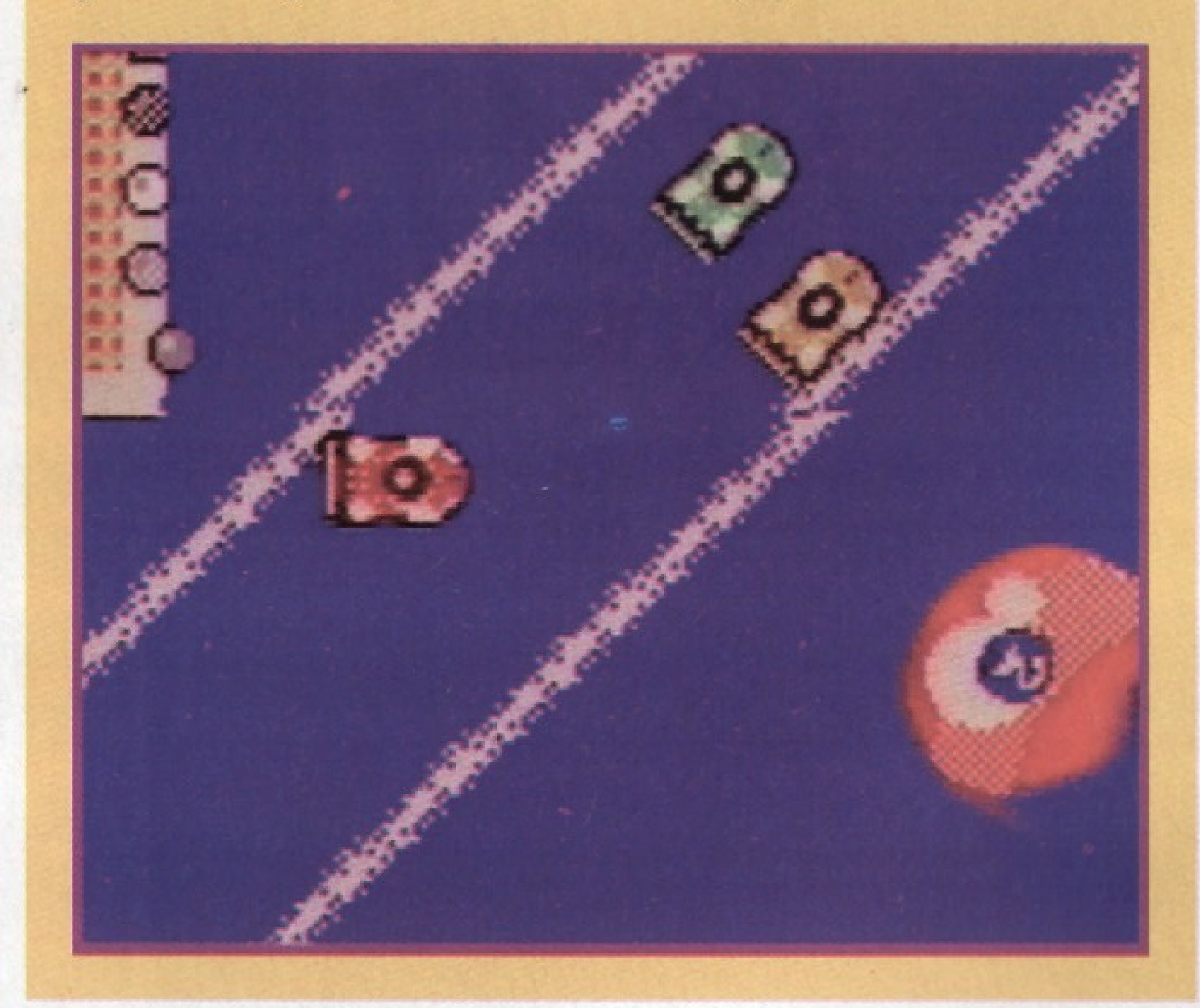


Micro Machines Twin Turbo

FROM? THQ WHEN? NOVEMBER

The first game to come from THQ's special deal with Codemasters, *Micro Machines: Twin Turbo* is a brilliant conversion of the highly successful console game starring mini-vehicles! There's a stonking 40 tracks crammed into this tiny game including five special bonus courses, and you can choose from 15 vehicles to race over them in.

This game is actually a combination of elements from the first two Micro Machines games, but the remix manages to retain the incredible playability and addictiveness that has made Micro Machines a winner on any system!



Rayman

FROM? UBI SOFT WHEN? NOVEMBER

He's a limbless loon who started out his life on the 32-bit consoles Saturn and PlayStation, but now he's coming to Game Boy Color with a helping hand from Ubi Soft.

Rayman is a very distinctive character, simply because he doesn't have any arms and legs – his hands and feet are there, but the bits that join them to his body are missing!

This doesn't stop him having some great adventures though, and this platform game puts others to shame with original levels, lots of unique gameplay and special powers that only *Rayman* possesses. Did you know he can use his ears as a helicopter to break his fall? Well you do now! We'll have more on this great looking game next time.









Know Your Games!

The complete listing of Game Boy Color reviews!

Buying games is a serious business you know! £20 here, £20 there – they don't come cheap. So, to make sure you make the right decision when buying your Game Boy Color games, here's a complete listing of scores...

Name of Game	Type of Game	Made by	Color?	Mono?	Reviewed in	Score
720°	Arcade	Nintendo	✓	✗	Issue 3	43%
A Bug's Life	Platform	THQ	✓	✓	Issue 2	58%
All Star Baseball 2000	Sports	Acclaim	✓	✓	Issue 4	86%
Bust-A-Move 4	Puzzle	Acclaim	✓	✓	Issue 4	95%
Castlevania Legends	Platform	Konami	✓	✓	Issue 1	84%
Centipede	Shoot-'em-up	Take 2	✓	✓	Issue 2	74%
Chessmaster	Board	Mindscape	✓	✓	Issue 4	79%
Conker's Pocket Tales	Adventure	Nintendo	✓	✓	Issue 3	92%
Cool Hand	Card game	Take 2	✓	✓	Issue 2	85%
Donkey Kong Land	Platform	Nintendo	✗	✓	Issue 1	86%
Dropzone	Shoot-'em-up	Acclaim	✓	✓	Issue 3	82%
Duke Nukem	Platform	GT Interactive	✓	✗	Issue 3	90%
F1 World Grand Prix	Racing	VideoSystem	✓	✓	Issue 4	51%
Final Fantasy Adventure	Role playing	Sunsoft	✗	✓	Issue 1	85%
Final Fantasy Legend	Role playing	Sunsoft	✗	✓	Issue 1	78%
Final Fantasy Legend II	Role playing	Sunsoft	✗	✓	Issue 1	86%
Final Fantasy Legend III	Pole playing	Sunsoft	✗	✓	Issue 1	92%
Frogger	Arcade	Take 2	✓	✓	Issue 2	80%
Game & Watch 2	Arcade	Nintendo	✓	✓	Issue 2	92%
Gex: Enter the Gecko	Platform	Interplay	✓	✓	Issue 2	90%
Harvest Moon	Role playing	Nintendo	✓	✓	Issue 2	93%
Hexite	Puzzle	Ubi Soft	✓	✓	Issue 2	85%
Hollywood Pinball	Pinball	Take 2	✓	✓	Issue 2	64%
International Superstar Soccer	Sports	Konami	✗	✓	Issue 1	86%
Joust/Defender	Compilation	Midway	✓	✓	Issue 4	55%
Klax	Puzzle	Midway	✓	✓	Issue 4	52%
Klustar	Puzzle	Infogrames	✓	✓	Issue 3	58%
Legend of the River King	Fishing	Natsume	✓	✓	Issue 4	79%
Logical	Puzzle	THQ	✓	✗	Issue 3	88%
Loony Tunes	Platform	Sunsoft	✓	✓	Issue 2	88%
Lucky Luke	Platform	Infogrames	✓	✓	Issue 4	81%
Maya the Bee	Platform	Acclaim	✓	✓	Issue 4	92%
Men in Black	Shoot-'em-up	Interplay	✓	✓	Issue 2	80%
Micro Machines	Racing	Codemasters	✗	✓	Issue 1	91%
Monopoly	Board game	Konami	✗	✓	Issue 1	90%
Montezuma's Return	Platform	Take 2	✗	✓	Issue 1	79%
Moon Patrol/Spy Hunter	Compilation	Midway	✓	✓	Issue 4	60%
Mortal Kombat 4	Beat-'em-up	Midway	✓	✓	Issue 2	51%
Mystical Ninja	Role playing	Konami	✗	✓	Issue 1	60%
NBA In The Zone	Sports	Konami	✓	✓	Issue 4	48%
NFL Blitz	Sports	Midway	✓	✓	Issue 4	83%
NHL Blades of Steel	Sports	Konami	✓	✓	Issue 4	51%
Obelix	Platform	Infogrames	✓	✓	Issue 4	89%
Oddworld Adventures	Platform	GT Interactive	✗	✓	Issue 2	85%
Paperboy	Arcade	Midway	✓	✓	Issue 4	62%
Pitfall: Beyond the Jungle	Platform	Virgin	✓	✓	Issue 3	81%
Pokémon Pinball	Pinball	Nintendo	✓	✓	Issue 4	65%
Pokémon Red/Blue	RPG/Trade	Nintendo	✗	✓	Issue 4	85%
Power Quest	Beat-'em-up	Sunsoft	✓	✗	Issue 1	85%
Prince of Persia	Platform	Red Orb	✓	✓	Issue 4	90%
Quest for Camelot	Role playing	Titus	✓	✓	Issue 2	84%
R-Type DX	Shooter	Infogrames	✓	✓	Issue 4	85%
Rampage World Tour	Arcade	Midway	✓	✓	Issue 2	58%
RC Pro-Am	Racing	Nintendo	✓	✗	Issue 1	95%
Reservoir Rat	Platform	Take 2	✓	✓	Issue 2	84%
Rugrats: The Movie	Platform	THQ	✓	✓	Issue 2	87%
Shadowgate Classic	Role playing	Kemco	✓	✓	Issue 3	48%
Shanghai Pocket	Puzzle	Sunsoft	✗	✓	Issue 1	79%
Spy Vs Spy	Arcade	Kemco	✓	✓	Issue 4	77%
Super Breakout	Puzzle	Take 2	✓	✓	Issue 2	70%
Super Mario Bros Deluxe	Platform	Nintendo	✗	✓	Issue 3	95%
Super Marioland 2	Platform	Nintendo	✗	✓	Issue 1	92%
Super Return of the Jedi	Platform	LucasArts	✗	✓	Issue 1	72%
Tetris DX	Puzzle	Nintendo	✓	✗	Issue 1	95%
The Smurfs Nightmare	Platform	Infogrames	✓	✗	Issue 3	78%
Top Gear Rally	Racing	Nintendo	✓	✗	Issue 3	55%
Turok 2	Platform	Acclaim	✓	✓	Issue 2	40%
V-Rally Championship Edition	Racing	Infogrames	✓	✗	Issue 3	90%
Wario Land II	Platform	Nintendo	✓	✓	Issue 1	90%
Wave Race	Racing	Nintendo	✗	✓	Issue 1	66%
World Cup '98	Sports	EA Sports	✗	✓	Issue 1	80%
WWF Attitude	Fighting	Acclaim	✓	✓	Issue 4	80%
Zelda: Link's Awakening	Adventure	Nintendo	✓	✓	Issues 1 & 2	95%

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Printed by: Garnett Dickinson, Rotherham

Distributed by: Seymour International, 1st Floor, 86 Newman Street, London, W1P 3LD. Tel: 0181 679 1899

Total Game Boy Color: ISSN 1464-5904



Special thanks to: Disney for the brilliant Tarzan film, Clickworks for the watches + you for being here!

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